

ADVENTURE PROBE



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HALL OF FAME

My sincere thanks to all the following readers who took the time and trouble to send in contributions over the past month. Please keep sending the contributions in as they are always needed.

Nic Ruasey, Joyce Furlong, Sue Roseblade, The Wayfarer, Allan Phillips, Neil Shipman, Larry Horafield, The Innkeeper, Margo Porteous, Steva Lodey, John Barnsley, Paul Rigby, Ian Brown, Brian Pell, Vicky Jackson, Mike Brailford, Tony Nelville, June Rowe, Chris Hester, Gordon Inglis, Philip Reynolds, H Knott, Toa Frost, Paul Brunyee, Alf Baldwin, Jim O'Keeffe and Chris Nuff.

This months cover picture is by Allan Batchellor.

GUESS WHO THIS IS?

Well, nobody guessed correctly who the mystery face was in the last issue. But full marks for everyone who had a go to guess who it was. As one or two of you have pointed out to me, it would be a little easier (and perhaps a lot fairer or should I say it would be way-fairer) if I included a cryptic clue. I will do so next month with the next photograph. Meanwhile, for all who are dying to know who the mystery face belongs to, it was NIC RUNSEY, otherwise known as THE WAYFARER. Thank goodness I have received some photographs from the lady readers now so that I can include my own mug-shot in Probe.

Another GUESS WHO THIS IS will be included in the next issue.

EDITORIAL



Welcome to Volume 3 Issue 8 of Adventure Probe.

September is going to be a very busy month for me. We will be moving to a new house right in the town centre of Llandudno sometime during the month. As it is a brand new house it still has just a plot number so even I don't know the house number yet but I will let you all know the new address as soon as I possibly can. I plan to keep the same telephone number and will arrange for the post office to transfer all your letters to the new address so I hope there will not be any inconvenience for you and that Probe will not be disrupted in any way. I had hoped to be able to give you all the new address with this issue but as I don't know the exact date of the move yet I will have to inform everyone with the next issue. My only problem seems to be with the telephone as British Telecom have just informed me that there may be a two week delay in getting the new service connected (despite there being lines already installed in the new house). So if you ring and suddenly find that you can't get through, please bear with me. This will be only a temporary problem and don't panic. Probe and I will still be here and the magazine will still be dropping on your doorsteps as usual! I will also apologise in advance if you find that I am taking rather a long time to reply to any of your letters during the time of removal but with packing up etc I may find myself a little short of time but I will catch up with all correspondence etc as soon as I possibly can. One thing I can promise and that is that the address is going to be much easier for you all to get your tongues round! Hopefully, by the time you receive the next issue of Probe we will all be settled in nicely and everything will be back to normal.

As some of you know, I have been watching the progress of the houses being built and keeping my fingers crossed that we would be able to have one of them. Not only because of the brand new fitted kitchen and large garden (typical female eh?) but because I wouldn't have to trek over a mile to the nearest Post Office and shops and because there will be more room for Probe (photocopier, computers etc). The only drawback is that, due to the move it is doubtful whether I can make it to the PCW show this year. I was so looking forward to it but it looks as if the visit will have to be postponed until next time.

My thanks to you all for writing and complaining about the lack of the adventure column in Amstrad Action. Thanks to your prompt action the Editor was inundated with letters of complaint and the column has now been reinstated! The Pilgrim is back and has asked me to let you know that he is particularly interested in seeing some of the adventures from the smaller software companies. A special word of thanks must go to our Joan Pancott for her swift action and for all the letters and phone calls she made to get the "Save our adventure column" campaign started. It is really nice to know that we adventurers are listened to and that a special effort has been made on our behalf. My sincere thanks to the Editor of Amstrad Action for his prompt action.

If anyone has the new address for Activision UK I would be very pleased if you could let me have it so that I can inform everyone in case they wish to write about the Intocom situation.

I sincerely hope that you all enjoy this issue of Probe. I will see you all again as usual next month. As I said, if you do experience any difficulties in getting in touch with me during the month, this is only temporary and I apologise for any inconvenience caused.

Mandy

REVIEWS

BATTLETECH

INFOCOM - Shop around for the best price.

REVIEWER - THE GRUE! - Played on Amiga.



Based on one of the biggest selling RPG board games in America, Infocom and Westwood Associates have attempted to cash in on this success. Set in the 31st Century where wars are fought using giant mechanical machines called MECHS. You are Jason Youngblood, a MECH Cadet undergoing training at the Citadel and it's while on one of your training missions that Citadel is invaded. You notice by the symbol on the MECHS that these invaders are from the House of Kurita, one of five houses locked into endless war over the control of the Star League. Even though your training is not finished you're plunged into the fight to preserve your planet.



All the things you'd expect from a RPG here, build up your Mechwarrior attributes and skills, buy and sell stocks to gain C-Bills which will enable you to buy armour or weapons etc. You can go on training courses at the hospital or serve an apprenticeship at the Mechit Lube (The local Kulk-Fit Garage).

As you enter buildings your choices are listed on pop-up menus and as you battle with other Mechs you can watch close up animated sequences in the style of Japanese Manga Comics (Uh!). There is even an arena that allows you to improve your skills as a Mech pilot and win C-Bills if you are successful.

Unfortunately none of this actually works apart from the fighting element the games content is very weak. Pacifica is a large area to explore boasting over four million locations, most of which is totally useless but you will have to explore it all to find all the Cities and most of the Cities have no real use either.

The computer fights rather well on your behalf although you can do battle yourself, either way it soon becomes a tedious task even though you can speed up the fighting process.

The whole aim of the game is to locate a secret cache of Mech parts in a hidden cave and notify the Star League of your location so they can arrange for you to be picked up.

This RPG is for most, boring. It's not what I expect from Infocom in fact it's not what I expect from a RPG. If your Mech attributes are high or low, if your Mech has been fitted with a speed kit or extra weapons it doesn't seem to make much difference. If you were to choose not to engage in battle with other humans or Mechs the game could be over in a few hours. It seems to me that you end up improving your Mechs and fighting just for the sake of it, so if you like the fighting you should have bought Barry McGuigans Boxing. If you want a RPG then there are better ones around than this.

I personally found this boring, tedious and not much fun at all but I'm sure that some younger kids will think it great, you know the ones that think the Rambo films are intellectually stimulating.

Included in the packaging - a colour poster and a copy of an official weapon and Mech Recognition Guide. Price around £15 if you shop around.

BLOCKBUSTING ADVENTURE GAME

THE BOUNTY HUNTER

FROM "BACK-BEDROOM" OUTFIT

**AN ADVENTURE GAME
FOR ALL SPECTRUM
COMPUTERS**

**FROM
RIVER SOFTWARE!!**

**CASSETTE ONLY:
£3.50**

You hear it all the time, don't you?

"Eight-bits are dead! Sixteen-bit is where it's at!"

"The Spectrum? Oh yeah! Good in its day . . . but its day is long gone now!"

"It's been pushed to its limits, hasn't it? You just can't do anything new with it anymore!"

"Text adventures? Boring rubbish! Nobody buys those these days! Roleplay games with 3D-animated graphics are what the punters really want!"

Almost everyday, somebody, in one (supposedly knowledgeable) magazine or another (usually ACE), states with unshakeable certainty, that at least one (probably more) of the above statements is utterly, complately and incontrovertibly true!

Well, I am ever so pleased to bring to your attantion a game which will make all the doubters, scoffers and statue-conscious techno-freaks eat their words! It's called THE BOUNTY HUNTER, and it provides positive proof that reports concerning the deathe of both text adventures, and the Spectrum computer, have been exaggerated to a wildly ridiculous degree!

THE BOUNTY HUNTER is bright, brilliant, huge, innovative, involving, huge, compulsive, compelling, absorbing, puzzling, huge, inventive, intriguing, atmospheric, huge, addictive, new, different, huge, wonderful . . . and quite, quite beautiful!!

It also seems . . . to me anyway . . . quite fitting that the authors of this new masterpiece are not a team of highly-paid professional programmers, backed by some giant, marketing-led, mega-corporation, but are instead a simple, cheerful, homegrown, mail ordar, adventure software house! The Spectrum has a long and distinguished history of breath-taking innovations emanating from "back-bedrooms"! It's good to see that trdition continuing.

So, take a bow the guys behind River Software . . . Jack Lockarby and, particularly on this occasion, Rogar Betts! . . . congratulations on a really terrific job . . . a warm round of applause, ladies and gentlemen, if you please . . .!!!

Review: The Bounty Hunter

THE BOUNTY HUNTER is also a huge game did I mention that it's huge? it boasts 1500 locations. That's right, fifteen hundred locations! Or to put it another way, that's one thousand and five hundred locations!! (Remember how goooe-pimply you used to get when Level 9 managed to fit in a "mere" 250 locations?). Now River Software offer you 1500! That's HUGE!!!

O.K., enough of the breathless adoration, exactly what is it that I'm getting so revved up about? Read on, fellow adventurer, and all will be revealed!

"It's A Dirty Job "

Viroids neuro-viral lifeforms potentially, the most lethal weapon yet developed by the Federation. The first experimental batch of 22 specimens was in the process of being transported to Headquarters when the blisephip carrying them deviated from its planned course and crash landed upon a planet called Karakata.

The oldest planet in the Zeta 23 system, Karakata must have once provided sanctuary to a thriving race of humanoid settlers. However, nobody knows for sure, since Karakata has been uninhabited for as long as Federation records have been maintained. All that survives there now are the original species of flora and fauna, flourishing amongst the decaying buildings and deserted structures of the long departed colonists.

Neither is this situation likely to change. For Karakata lies too close to certain Enemy strongholds for anybody to be ever truly comfortable in calling it "home". That is where you come in. The Viroids cannot be allowed to fall into Enemy hands, and yet the

Federation cannot risk being directly involved in their recovery (the sight of a Federation starcruiser so close to Enemy space would be bound to spark a galactic incident). Your profession is the second oldest known to Man you are a mercenary fighter your only saleable assets being the strength of your fists, the quickness of your wits, and the pinpoint accuracy of your pulseer pistol! But these are enough at what you do you are very, very good!

Your ship orbits slowly around Karakata you step into the transporter and prepare to begin your mission seek and destroy the 22 escaped Viroids you will not be able to return until you have succeeded you chuck through your equipment one more time your mind dwells briefly on the rewards to be earned 7 million Federation credits enough to keep you living like a king for at least a couple of years even longer if you can control the gambling a little then you come back to reality there's a dirty job that has to be done first and dirty jobs are what you do best! With a snap of your wrist, you flip the button to activate the transporter. The small cubicle fills with a silver shimmer, which then fades away and so do you!

"A Mythical Reality "

Your mission starts in a place called THE SEA OF STONES (Co-ordinates 13 N/S 40 E/W) and unfolds over a vast area set out in a grid which is 50 locations wide and 30 locations deep (50 x 30 = 1500!). Understandably, not all of these locations are of interest to you. Many of them are there simply for scenery. Initially however, you will need to explore all 1500 (or at least as many as you can gain access to at

Review: The Bounty Hunter



this stage) in order to identify which ones do hold items of interest (and therefore warrant further investigation), and which ones do not. This activity (simply mapping out the game area) is likely to keep you busy for a few evenings just on its own!

But make no mistake, it will also keep you enthralled. Although many of the areas you visit will not aid you in your quest and (due to the obvious memory limitations) can only be briefly described, you will find that, as you journey throughout the world of Karakata, the scope and sense of the place begins to build up around you the need to traverse a number of scenic areas in order to arrive at a place of importance creates a real sense of distance and purpose within you and the names of the places you visit create their own form of magic BREAKBONE RIDGE, WHISPER WOOD, DARKPOINT COPSE, ARRATHOLM, RIVER MOONFROTH, TARG HELLHOLES, FELLTARSH BOG such captivating, atmospheric names serve to draw you into the depths of the game-world and hold you there! By the time you have spent a couple of evenings in its company, you will be able to see, feel, smell, touch, hear and taste the mythical reality in which you have become entwined!

Once you have fully explored the planet however, there is no further need to waste time and effort in tramping endlessly from one end of the map to the other. You are equipped with a transporter device which will whisk you instantly to just about any location you choose to visit. This effectively allows you to skip past the nondescript bits and get right into the juicier parts of the game, thus maintaining your interest and involvement. Lovely!!

But, your transporter does not possess infinite capacity. It needs a special charge every time you use it, and you only have 40 such charges in your possession. So, you may have to plan carefully when to transport, and when to go trekking instead!

"Good Looking"

Presentation of the game is truly first class. The cassette arrives accompanied by a Briefing Document (which also serves as your Mission Authorisation) and a very nicely drawn, albeit impressionistic, map of Karakata itself. But don't think that this will eliminate the need for you to make your own map, because it won't. The map provided merely gives you an overview of the terrain you will need to explore the detail you will have to fill in for yourself!

On screen, the high standard of presentation is maintained, if not improved upon. The screen itself is black, the name of your current location appears at the top in yellow capitals. The description is in white (upper and lower case). Under the location description there is a status bar bordered by two parallel blue lines. Between these lines, a number of important indicators are placed (four numbers and a square icon). The two outer numbers (in magenta) represent, respectively, the N/S and E/W co-ordinates of your present location. The two inner numbers (in green) represent the number of transport



Review: The Bounty Hunter

charges you have left and the number of Viroids still to be destroyed. In the centre of the hand is a range indicator (the square icon). This is usually blue, but flashes mauve when a Viroid is close by, and red when it is within pulse range. Occasionally, the status display is replaced by a scrolling message (particularly when you wish to transport, or just after a Viroid has been destroyed). Your inputs appear in red capitals, and responses from the game are in a contrasting yellow. All text is represented by various redesigned character sets and the overall effect is a clear, bright, colourful and appealing on-screen presentation.

"Ouch! I Think My Brain Hurts "

As in all the very best adventures, the level of the problems and puzzles to be solved ranges from the straightforward, obvious-as-soon-as-you-see-it, type up to the brain-numbing, it's three in the morning and if I don't solve it this time I'm DEFINITELY going to bed, ones!! A fair few require several separate steps to be taken in order to be solved. Tricky, devious, simple, and inspirational they're all here!

Some of your difficulties will arise through your inability to recognise what it is you are actually looking at. Lots of objects have been given new names which, although scrupulously fair, may require a little lateral thinking in order for you to make the connection. (Anybody out there remember the curved metal bar from PLANEFALL? It took me ages to realise that it was actually a magnet! This game has lots of items just like that). However, even when you make the connection, you may not necessarily solve the problem!

"And Finally "

As you might have surmised by now, I

liked this adventure very much. Produced using the PAW (and an awful lot of customising code), it shows an originality and freshness that is much too rare amongst adventures of any type, but particularly those written with utilitise. The true magnitude of Jack and Roger's accomplishment only becomes apparent, however, when you realise that, despite there being 1500 locations to visit, only 32 PAW locations are actually used. The technical virtuosity is staggering!

That on its own, of course, would not be sufficient to create a great adventure. But, in addition to programming excellence, this game possesses a breadth, and depth, of vision and involvement which makes it one of a very select few. It's a true classic a very first of its kind it deserves recognition as such. On a scale of achievement, THE BOUNTY HUNTER is right up there alongside THE LORDS OF MIDNIGHT, SNOWBALL, DUNGEON ADVENTURE and the various ZORKS!! Do your Spectrum a favour, buy one today!

P.S. All you Atari owners can start saving up now. The ST version of THE BOUNTY HUNTER is already under development and should be with you shortly. When you see what's been accomplished using only 48k, it's mind-boggling to imagine what RIVER may produce when they have the entire 360k of a single sided disk to play with!! Start saving up now, folks it's going to be well worth it!!!

REVIEWER :
JIM O'KEEFFE

RIVER SOFTWARE
44 HYDE PLACE
AYLESHAM
CANTERBURY
KENT CT3 3AL

Delvhorn is a small village situated on the edge of deep, blue lake and adjacent to the castle which dominates the surrounding countryside. The castle is revered by all villagers, being cursed by a presence which dwells at the castle and mocks those who dare to work in the land around it.

It is said that this presence will one day leave the castle and devour the entire land unless one brave adventurer could wrest the locket of the 'Lightmare' from it's grasp. Needless to say, you take the role of the hero (sorry, no heroines are called for) in this adventure by Scott Johnston released on the Zenobi Software label.

Spelling and presentation are two immediately visible features of adventures which can either spoil or enhance playability. Thankfully, the presentation within Lightmare is second to none for a Spectrum adventure (although a couple of spelling errors loses it a point or so). Several locations have a very detailed graphic measuring approximately one-and-a-half by two-and-a-half inches. Also, the redefined character set is most legible and the first letter in each location description is surrounded by a swirling graphic similar in design to those you might find in the classic 'fairy-tale' type stories.

The parser used is somewhat basic and doesn't allow multiple commands to be entered in the same input. The directional commands can be specified by pressing the cursor keys which, for example, expand the right cursor to 'GO EAST'. Parsing on the whole is very slow. The adventure is written in BASIC so moving between locations becomes time consuming.

When taking inventory, the list of items carried is followed by their combined weight which is not allowed above 255. This allows the adventurer to carry many small items, or a single large item, but the unit of weight used is the 'ounce' - surely not applicable for the blacksmith's anvil.

One puzzling quirk occurs when finding a hidden tunnel which leads into a large cave. You are able to enter the cave through the tunnel but cannot squeeze back through it to leave. You must first create a further exit from the other side of the cave which you can use to leave the cave, but not return through! Most odd.

The adventure contains a couple of different mazes. The first is fairly small and uses variations within the location description. For example, you see 'a maze of holly bushes', 'a tangle of tall holly' and 'a tangled mass of holly bushes'. The second maze is considerably larger and of the 'dropsize' variety. As soon as you realise how to differentiate between locations, you'll get to the bottom of it!

The text descriptions read well, providing images of a village in the middle of winter, but provide information about objects which for the most part cannot be interacted with. The puzzles are quite well constructed, but must be attempted in the correct order. Overall, the adventure has a clean presentation with a slow execution time. The locations including the mazes number just under 70. Not a classic but perhaps worth a look if the response doesn't trouble you.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate,
Rochdale, Lancashire. OL12 7NX.





FISH! from Magnetic Scrolls

Played by Neil Shipman on ATARI ST



Available for most micros on disk. Shop around for best price.

There you are, lazily swimming around in your goldfish bowl when suddenly a plastic castle drops in on your head. As an ace inter-dimensional espionage operative you realise this means your boss, Rear-Admiral Sir Playfair Panchax, has got another job for you. When you enter the castle you hear his voice inside your head telling you about the latest dastardly deed being perpetrated by the Seven Deadly Fins, a group of inter-dimensional anarchists. It transpires that they are sabotaging a planet full of fish and have stolen and dismantled a focus wheel, something vital to that planet's very existence. Of course, it's up to you to find the bits of the wheel and save the fish world.

Strange start to an adventure? Why are you a goldfish? Things will be a lot clearer when you've read the booklet which accompanies the game. In it you learn about the Fins and how they can be thwarted by using the technique of warping. What's a warp? Well, to quote the experts, it's "a convenient method of transferring the mind of a person from this dimension into the body of a living thing in this or any other dimension". When you warp you find yourself in what is known as Host Parasite Mode and, by effectively taking over your host you are able to direct its actions to achieve your ends. All this is pretty stressful, so regular vacations are necessary - and what could be more relaxing than a spell as a goldfish?!

When you enter the castle you find that three warps have opened up, each one providing entry into a separate mini-adventure set in (a) a forest, (b) a ruined abbey and (c) a recording studio. Each setting has only about 10 locations but the problems are tightly constructed and success in solving them is rewarded with one of the components of the focus wheel. If you get into a situation where your host-parasite interface breaks down (which can happen if you're subjected to flashing or bright lights, repetitive sounds or loud bangs - or by sleeping) you'll end up back in the goldfish bowl. This isn't fatal at this stage and, if you get stuck in one scenario it gives you the opportunity of trying out another.

Once you've got the three components Sir Playfair will tell you how the Fins have sabotaged the fish planet, Hydropolis, and how you must help the fish scientists complete their project to save their world. A new warp opens up and on going through it you find yourself in the body of the project leader, Dr. Roach. This is where the fishy business really begins as you learn from the university principal that one of your team has been taken over by the Fins and is responsible for the sabotage. It's up to you to figure out who it is, find what's necessary to repair the damage and, ultimately, save Hydropolis.

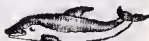
This part of the adventure has nearly 50 locations and you'll soon become familiar with the underground omnibus system for moving between different areas of interest - and the trains actually run on time! Many of the problems are fairly straightforward but there are a couple of real crackers. If you can successfully negotiate the dimensions through yet another warp to locate a certain item without looking at the hints, then you're a better fish than I am! Even when you know what you're supposed to be doing don't hang about, because you've only got so long before the Fins' sabotage will succeed.

Much of the text - in common with other Magnetic Scrolls adventures - is amusing, but I felt this was rather overdone and the humour loses its impact when it's laid on with a trowel. It's not quite as "over the top" as in Jinxter though. As you might expect, no chance is missed to refer to fish in some way, from the fishon in your sparsely furnished apartment and your Fish card for instant credit to the names of different types of fish. These include some of the more obscure ones like that of your boss, Panchax, and Opah University where the project is being undertaken. And, while you're on Hydropolia, you can have a whale of a time at the disco, watch "Starfish Wars" at the cinema and get packed onto the tube like a sardine with the rest of your fellow fishy commuters.

Fish! is certainly the best proof-read and play-tested adventure from Magnetic Scrolls so far. I noticed only one spelling mistake (in the hardware shop) and no fatal bugs at all (unlike the pub in Jinxter and the hospital in Corruption). The graphics - about 20 in all - are OK if you like that sort of thing, although I don't feel that they add very much to the adventure. A tip here which is applicable to all Mag Scrolls games: if you turn the graphics off not only does this speed up the response time when you use the cursor keys to edit commands, it also means that the program doesn't have to access the game disk, so you can leave your saved position disk in the drive throughout.

The packaging is a box of thin cardboard of much poorer quality than we've come to expect. As well as the disk it includes your Mission HQ booklet (which is essential reading), a one week travelcard for the Hydropolia omnibus company, a note on how to look after your fish and a fish identification chart.

Finally, would I recommend Fish!? Well, if you're a keen adventurer you'll buy it anyway and I think that, on the whole, you'll enjoy the fishy going on. I'm left with the feeling, though, that by now Mag Scrolls have milked dry their characteristic jokey style and it would be very interesting to see what they could come up with if they approached a topic in a rather more serious vein.



CONTRIBUTIONS

Contributions for Probe are always needed and are very much appreciated. Contributions for all sections of the magazine would be very welcome indeed. Perhaps you would like to share your views on an adventure you have just completed for the REVIEW section or you might like to air your views in the LETTERS pages or even an ARTICLE, if you have something to say we would be delighted to hear from you. Contributions are also needed for the new section THE ADVENTURE THAT GOT ME HOOKED that started in this issue. I am sure that there are some very amusing stories on how you discovered adventures for the first time. And don't forget that we are trying to cover ALL micros so contributions on adventures for Amiga, Dragon, Apple Mac, BBC, Sony MSX, Amstrad PCW's, Dragon, Oric, TRS and any other computer you may have will be welcome alongside Commodore, Atari, Amstrad and Spectrum. Don't forget the GOLDEN OLDIES and the BEGINNERS sections too. If you are a little shy of writing for a magazine, a HINT or TIP or a SOLUTION would also be very welcome.....Mandy.

Shards Of Time - Titan Games - £7.99.
Raviswer - Paul Brunyaa - Played on an Atari ST.



The Time Matrix Stabiliser is a device used by the time patrol to move around time zones. As a member of the patrol, you are actively involved in using these time jump abilities.

An experiment designed to test the Time Matrix Stabiliser further than it had ever been tested before went disastrously wrong. The strain on the Stabiliser was such that it's power source, a time crystal, was shattered into three pieces which were catapulted into three different time zones; the ice age, the 14th century and the 19th century.

Fortunately, during this explosion you were inside a time bubble which is suspended outside the normal flow of time and thus were saved. This bubble has links to the three time zones and your mission is to journey into the zones and recover the crystal shards in order to repair the Time Matrix Stabiliser.

Field agents have been dispatched to each of the zones and have been instructed to offer as much assistance as they can. Time capsules have also been sent to each zone. These capsules contain items you will find useful, but they feature a device known as a Self Concealing Unit which allows the capsules to blend into their surroundings - so look carefully to find them!

You are unable to remove any physical items - bar the crystal shards - from any of the zones, although effects of being in one zone, such as disease or the results of your actions, can make themselves felt in other zones. These three zones can be attempted in any order, and are rather like three mini adventures whose solutions culminate in the solution of the adventure as a whole.

The ice age predictably enough is described with snow capped mountains and a glacial valley, and contains such inhabitants as grazing mastodons, a hungry bear and the odd caveman ready and willing to hurl a spear in your direction should you probe too closely.

The fourteenth century presents a village of mourners weeping at the devastation caused by the plague sweeping through the lands. A tavern provides welcome refreshment, and some times of use if you can bypass the landlord. The priest is a friendly character and will talk quite happily, unless you try relieving him of the bell rope.

The nineteenth century places you on the volcanic island of Krakatoa, just before the volcano erupts. The field agent here seems more than willing to depart the island in his boat, but I rather suspect he won't get too far. There's a jungle to explore, populated with swarming insects, wild pigs and an 'Easter Island' like monolithic statue, as well as the volcano itself.

Locations number just under 100, with graphics present in several of these. The graphics detail areas such as beaches, and a church, and although quite clear and recognisable, they provide a change of colour rather than enhancing the text which is well detailed and promotes images of stifling jungles and icy wastelands. The TEXT and PICTURES commands can toggle the graphics on and off although they take next to no time to be displayed.

The adventure is designed such that you are allowed to travel across a great deal of the land before having to solve any of the puzzles. The puzzles themselves seem well constructed and most require a certain degree of lateral thinking. Occasionally you will be given pointers to solutions, either by the seldom helpful HELP routine which can offer cryptic clues, or by the text in certain descriptions, but mostly the problem solving requires a lot of testing and manipulating of the items you come across. For example, you may uncover locations where a likely action is to 'dig' to see if anything is buried, but without a shovel or spade you must improvise with what items you have found.

Written using Incentive's STAC, this adventure features sentence parsing as well as the use of THEN, AND and IT. Memory save commands are implemented and the useful OOPS take back command can get you out of some tricky situations. When experimenting with your items, the adventure more often than not displays a "You cannot do that" type message rather than telling you that you're barking up the wrong tree, or not, as the case may be. I suggest persevering with your course of action until you are very sure that is not the way to proceed.

An interesting feature of the adventure is that when one of the three parts is completed, then that may have an effect on the remaining parts. For example, if you solve the ice age, then all references to the country Norwald will be removed from the remaining zones as the country would never exist! Not having completed the adventure, I cannot comment on how the adventure concludes, but so far it has provided an interesting and tough challenge with a detailed plot. There are secret passages to find, hidden objects to uncover and a wealth of problems to puzzle over.

Available from: Terry White, Titan Games, 45 Windmill Lane, Worksop,
Notts. S80 2BQ.

THE ADVENTURE THAT GOT ME HOOKED

By THE INNKEEPER

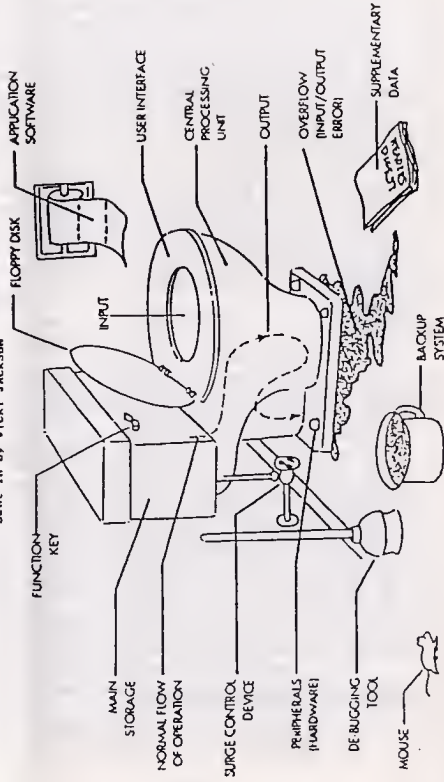
Well there I was, just bought my new super-duper (rubber keyboard) ZX for £99, in 1983. I had a few games given with it but they were all ARCADE or SIMULATION. I started getting Your Sinclair and Sinclair User magazines and while reading through I saw these columns written by MIKE GERRARD and GORDO GREATBELLY, on adventures. Now this sounded my sort of gaming, so out I went to try and get one. At that time adventures were, in my opinion, better than today in that puzzles were new to me and the layout different in each one (hardly any quill or GAC in those days) anyway, I bought HAMPSTEAD by Melbourne House. When I got home I loaded it up (first time load as well!) and hey-presto!, my life was changed from stupid shoot-em-up to intelligent gaming. It took me four months of hard slog to get through this game but the sense of achievement in "Gaining Hampstead" was brilliant to say the least. Anyway as this also counts as an OLDIE here is a small review.

You are in the front room of your squalid little abode at the bottom end of HAMPSTEAD (where I still live now actually), your ultimate goal is to gain HAMPSTEADITUS. The puzzles are very good but I didn't like the way you had to have the bike to be able to travel around the area. The Trading Estate maze is an excellent one and very mappable (with patience), the Dxfam shop is actually there in real life, so is the dole office, which is yet another puzzle. Don't try to gain it too quickly though, as the PLEBS won't accept you to the IN-CRDWD unless you have status as well as wealth. Get used to double-dealings and what the Upper-Classes like in the way of art.

I think this game would stand in good stead with most of today's and would keep many adventurer engrossed for a long time. If you can buy, borrow or steal this game and if you are getting bored with adventuring, drag this one out again to revitalise your taste!

Understanding Computer Technology

Sent in by VICKY JACKSON



PAWS FOR THOUGHT

By LARRY HORSFIELD

I have received numerous comments about my adventure "Magnetic Moon" from the people who've played it, not all of them good! The most common criticism was that they got fed up with having to load in a saved position every time they got "killed" in parts two and three. Because of the way a multi-part adventure is set up on PAW - see pages 61/62 of the technical manual - you start parts 2 & 3 from a saved position. When you are "killed", I use the sequence **END** in the "death" entry, so even if the player had just Ramsaved their position, you still have to load in the saved position from the end of the previous part, or any saved position from the part you're playing. Funny enough, none of the playtesters complained about this, but a couple of people who bought the adventure mentioned it, and half of the "Starship Quest" playtesters said it got to be a bit of a chore.

So, I had a bit of a think (Larry's wife: "So that's what all that noise was the other night!") and came up with the highly original (I don't think!) idea of giving the player the option to be resurrected at the last Ramsaved position. When I was experimenting with this, I realised that I had to set it so that there was an automatic Ramsave at the start of each part so that, in parts 2 & 3, they were not returned to location 0, which is where they are asked to load in the saved position from the previous part. The way the multi-part set-up works is that you load in the saved position, which takes you to a "message" location with a keypress that then takes you to the first "true" location of that part of the adventure.

Whatever location is the first "true" one of each part, I had to put a **RAMSAVE** entry in Process table 1 for it, for example:

* * AT 2 ZERO 11 RAMSAVE SET 11

Using flag 11 in this way ensures that the **RAMSAVE** is done only once when the player enters location 2. If there is already an entry for this location - as there is in *Starship Quest*, when a message appears when the adventure starts, the **RAMSAVE** can be inserted into this, like so:

* * AT 2 ZERO 11 RAMSAVE MESSAGE 1 SET 11

This ensures that when the player is killed and is asked if resurrection is required, if they haven't done a Ramsave, then they are taken back to the start of the part. If it is a part where they had to load in a saved position, then it will be the first actual location, where they are with all the objects they bought through from the previous part.

The rest of the "resurrection" facility is set up as follows. First of all, you must begin a new process table, say Process 3. Now switch to the system messages and insert a new one, e.g. **SYSMESS 60** "Do you want resurrection Y/N?". Now to the vocabulary and insert the words **Y** and **YES** (as one word of course) as a noun, and also **NO** as an extra synonym of **N/NORTH**. We will need two flags and I used 250 and 251.

The way this will work is that in each process or response table entry that causes the player to be killed, instead of **END**, you put **PROCESS 3 DONE**. Process table 3 will contain just one entry which is as follows:

* * ZERO 250 SET 250 PROMPT 60

This just prints **SYSMESS 60** as a prompt and waits for an input. Into the response table, you must insert the following two entries:

* Y
NOTZERO 250
RAMLOAD 255
DESC

* N
NOTZERO 250
TURNS
END

If the player types Y or YES after being asked if resurrection is wanted, then PAW performs a ramload. If N/NO is pressed, then the usual end messages are printed, and, if the player wants to continue, they are returned to location zero. I did find that, to make this all work properly, the usual SAVE _ entry in the response table must be altered so that flag 251 is cleared, i.e:

SAVE _ CLEAR 251 SAVE

and the following entry must be inserted into process tables 1 & 2:

* * ZERO 251 SET 251 RAMSAVE

This means that each time the player saves his position to tape, flag 251 is cleared and an automatic ramsave occurs. Try as I might, I couldn't get the whole thing to work unless I included the CLEAR 251 into the SAVE entry.

Anyway, the Starship Quest playtesters have all told me that this "resurrection" facility works OK and is far better than the original set-up. I hope future "Starship Quest" players will agree!

If you have a problem with PAW programming, write to me at the following address:

PAWS for Thought, 40 Harvey Gardens, Charlton, London, SE7 8AJ

Don't forget to enclose an SAE! See you next month!



USING THE DICE IN THE BUILD OF THIEVES

by

NEIL SHIPMAN



To ensure that you always get the number you want, RUB HORSESHOE. Then, when you ROLL THE DICE, a lucky fairy appears to help you.

White Rooms: The red, blue, green and yellow rooms are respectively to the northeast, southeast, southwest and northwest of the white room. This arrangement of the five rooms is just like the dots on that face of a die, so FIVE is the number required. Inserting the coloured dice with five spots on each face into the appropriate slots in the opaque case will then open it and reveal a plastic die like the one in the packaging.

Cubical Rooms: You have to rub the spots off each face of the plastic die (which already has the three missing) by progressing through the sequence of cubical rooms by rolling the right number and selecting the correct exit. Always throw one less than the number of exits available and go down if you can, otherwise east or west or, if they're the only exits, northwest or southeast.

In the first room there are three exits if you ignore the west one which takes you back to the Manager's Office. So, throw a TWO and go DOWN. Now there are two exits so throw a ONE and go either NW or SE. The next room has only one exit but, as you can't throw zero, throw a SIX and go DOWN. Now there are six exits so you have to throw a FIVE and go EAST or WEST. Finally, the next room has five exits so throw a FOUR and go DOWN to take you to the room where your treasures are.

Alternatively, perhaps it's not really this complicated and all that Magnetic Scrolls intended was that, with the three already missing, you should simply erase the remaining faces in order, i.e. 2 1 6 5 4. But I suspect that most adventurers will have used trial and error for determining both the correct throw of the die and the right direction - like I did!



Faeling an overwhelming thirat coming on, I pushed open the door of our local Pub, named "The Duchesa of Wigan". The Duchesa is not the graatast pub I have avar baan in, in fact it's a bit run down and known locally as "the Wigan PEER" but the ala is good and one is always likaly to meet some good company. A company such as ICI, Teaco, Easo or the lika. On my last viast hera I alao met some very atrange company as well.

I took a quick look around inaide to make sura that they were not hera again. Fortunataly the window was open so I was abla to see that the coast was clear. (The tida was coming in and there was a couple of aun-bathar's on the beach). Navar again did I wish to make contact with that miserable old gent called Grumpy Alf. Just because he was a wizard at playing anooker and could beat everybody, did not give him the right to bore you to asleep with his insane stories of his fictitious travels, whilst you were trying to line up a very difficult shot. As for his constant companion, the wimpish yuppie with the non-atop mouth called Dimply, they made a very odd couple. I don't mean just his mouth was called Dimply, the whole of him was, due to an unfortunate accident with an empty faading bottle as a baby, leaving his cheeks permanently sunken. His Mother was later heard to confide that she was glad she had got him onto the bottle just in time.

Upon reaching the bar and aighing a huge aigh of relief that Grumpy Alf and Dimply were nowhere to be seen, I caught the bar-maid's eye. Why she should have thrown it at me I have no idea but everyone agreed it was a good catch. "I've got my eye on you" she said. I said "I know" and gave it back to her. "Thanka stranger, now what would you like to drink?" she asked. "Scotch please and no ayes". "Pardon?" "Scotch please and no ice" I repeated. "Oh" she said, "I thought you were trying to be funny again". "What do you mean Again?" I asked her. "I've just remembered that you have been in hera before and had everybody laughing their heads off at you" she told me. I asked her to tell me more as my memory was rather vague about the details of my last visit.

During frequent topping up of my whiaky glass, the following tale unfolded. Why she kept over filling my glass when it was still full confused me somewhat but she seemed not to notice the sopping wet bar and as she wasn't charging me for the drinks, it seemed ungracious of me to mention it. I just made a mental note not to lean on the bar and listened to her recount my last visit.

It was a few months ago and the place was packed. (He was going on his holidays the next day. Somebody said he was going to Sardinia but I felt that that sounded a little fishy.) I had wandered in, bought a lager (I didn't drink spirits then, only now) and had sat down near the Snooker table. Grumpy Alf was in full stride at the table, using his cue as if it was a wand and conjuring up shots that could only be described as magical, but being really grumpy if he missed a pot. Dimply was his usual chatty self, doing his David Coleman impersonation and commenting on every game, with lots of "Errr Rrrremarkable!" and "for those of you watching in black and white, the yellow ball is next to the blue" type comments, thrown in. Everybody had seen it enacted dozens of times before and nobody took any notice. Except me! If there is one thing I can't stand, then

it is a show-off. Now I cannot claim to be the "Wigan Peers" answer to the "Romford Robot" but I do know how to handle a cue end in what order to pot one's balls. After a couple more lager's I felt it was time to take Grumpy Alf down a peg or two. However, I hadn't allowed for the absolute cunning of this darned fellow. I also hadn't appreciated how Dimply fitted into the overall scheme, either. I was about to find out!

The house rules regarding the snooker table dictated that the "winner stays on". Therefore, Grumpy Alf had beaten everybody and so was still at the table awaiting his next challenger. As everybody else had given up trying to beat him, there was now a lull in the proceedings. Dimply was now into overdrive, verbalizing everybody within ear-shot about what a great wizard of the baize Grumpy Alf was and where was the next challenger/sucker to come forward? Looking around, I noticed that several defeated players had suddenly discovered that the floor had become a source of great fascination and that none of them was willing to take up the challenge. With four pints of lager sloshing around inside me, I rose to my feet.

"Grumpy Alf, I will give you a game" I said, without conviction. I immediately regretted this as I felt his eye's bore into me. They held me in a sort of hypnotic trance. Time itself seemed to slow down. I knew that people were laughing at me but after they had made the first "Ha" of a laugh, nothing else could be heard. My heart began to beat faster, my pulse rate quickened, my brow broke out in a cold sweat and my left ear began to itch, so I scratched it. A disembodied voice then entered my brain. I will never forget those awful sounds that it made. They still echo around my subconscious even to this day. What were they? No, dear reader, you do not want to know the horror that I experienced that night. Are you sure? Well if you insist, but don't blame me if you suffer from severe depression from this day on, I have! The words that implanted themselves into my brain were "Am I boring you? Grue's do that I'm afraid. Can't think why but we do".!

Slowly the fog in my brain began to clear and I realised that I was lying flat on my back beside the snooker table. Dimply was leaning over me and announcing cheerfully that as I was dead, he was entitled to my mobile telephone as he was the only one who knew how to use it. At that I started to get up but Dimply used his foot on my chest to push me down again. "Lay down and keep quiet" he hissed at me. Now I was not prepared for this to go on any longer. I judged the distance from my knee to his vulnerable bits was just about right and with one sudden thrust upwards, I was free and Dimply was doing an impersonation of a soprano!

"Well done, young master" said Grumpy Alf. "Not many people would have thought of doing that to a dwarf". "Clearly you are a clever adventurer". "How about coming with me on my next assignment?" "By the way, here's your wallet back. "You er, um, dropped it when you fainted". "Oh yes and thanks for the drinks you bought us whilst you were asleep". "Dimply definitely heard you mumble "Drinks all round" and felt that I should oblige". "You can pay me the balance later". As I had had over twenty pounds in my now empty wallet, I couldn't believe my ears but then nothing seemed to be making any sense at the moment, so I let it pass.

"Come and sit down and I will tell you about a recent trip that Dimply and I have just returned from and then you can tell me how you would

have handled the problem" said Grumpy Alf, with his arm around my shoulder. I told him in no uncertain terms that I was not like that and he took his arm away. Pulling himself up to his full height which made him at least 6 inches taller than me, he frowned sternly, his long grey beard bristled and his voice almost boomed. "Neither am I, Maaster Petar"! "Er sorry" I said and I also told him that my name was Bob and not Peter. Grumpy Alf's eyes wandered around the room and then came back to him. "Ah yaa" he said, "wrong pub". I enquired if Dimply was alright and did he do that sort of thing often? Grumpy replied that he was a good man to have around in a fight as what he lacked in height, he made up for with cunning. He did however have a weakness for other people's property. My brain was really starting to boil now, trying to imagine what sort of fights an old man and a midget could get into, or more to the point, out of! As if he was reading my thoughts, Grumpy leaned forward and said "allow me to explain".

"Before I do though, to answer your question about Dimply". "He is probably nursing his wounds and talking to Gone with the wind". "Gone with the wind? Wasn't that a film?" I said. "Hmm maybe" Grumpy Alf replied, "but this one is a Hamster with a strong liking for baked beans and it is Dimply's pet". He went on to explain that Dimply treats it as another person and would like to take it with him everywhere. However he is not allowed to because of the unsocial effect of the baked beans. This means that the pet has to be left outside and preferably down wind! Hence the name it is now known by. "Dimply originally called it Amster but we soon changed that silly name".

And as his voice droned on and on. Dimply finally re-joined us, which was lucky as I hadn't realised we were falling to bits and apart from the occasional "I would like to chop you up into a thousand pieces and feed you to my hamster" type look, behaved overall in a civilised manner. My glass was re-filled and emptied on numerous occasions. The last orders bell was rung and nearly everybody left the pub. Everybody except us. Starting to rise from my seat to get ready to leave, Grumpy Alf suddenly said "No, not yet". It wasn't a request, it was an order! "Why" I asked? "Because the adventure is about to begin" he replied. "Dh come off it, Grumpy Alf" I said, "I thought I had already explained that I didn't believe a single word you had been telling me". "That you have but just watch that lamp over there". "Doesn't it seem to be dimly glowing to you", he asked. "Glowing dimly" I corrected him. "Quite so, quite so" he sighed. "An education is a wonderful thing and yours is just about to begin".

"This pub is haunted, haunted by an old warrior dressed in armour and carrying a sword and a round shield". "Some say that he looks like a Viking but nobody is really certain". "Tonight we are going to find out when we capture him". "Capture him" I gasped, choking on my lager. "That's right, that's what I said" grinned Grumpy Alf. I remember thinking that he must be raving mad and that I had got to get away, when just at that moment there was a great commotion of breaking glass coming from behind the bar. Grumpy Alf stood up and boomed out in a very deep voice "are you the Viking ghost?". "Shouldn't we all be holding hands or something" I enquired. "Shhh" said Grumpy, "don't interrupt my train of thought". "I want to hypnotise him so as we can get him out of here and if that fails then Dimply will just have to talk to him in Scandinavian or something". Oh ho I thought, so the little yuppie does have some use after all. Clever little basket speaks several languages then.

"It's Ok, this is going to be easier than I feared. My mind-meld is beginning to work". "Yes, yes that's it, got hie". "What? Oh, errr...". Grumpy Alf fell silent then, as if he was in a trance. I looked at Dimply and he looked back at me and seiled, as if he was trying to re-assure me that everything was going to plan. So I waited for the outcome. The trouble was that I had seen absolutely nothing myself. Sure, I had heard the noism but as far as I was concerned, that could just have been a cat knocking over soee bottles. Grumpy Alf was putting on a great act of being "somewhere else" and Dimply seemed totally engrossed as well but I was not convinced. I needed proof! I decided a quick kick at Grumpy Alf's shins was called for, so I did.

"Ow wow ouch" he cried and then ha was shaking me by the hand and thanking me for ey quick reactions, when I realised he was in trouble! I was about to ask just what the hell he was talking about when Dimply beat me to it. "Has he gone, O Master" Dimply enquired. "Yas my faithful little yuppie, he will not pester this Inn ever again". There then followed a great deal of mutual back slapping until they finally remembered that I was still there. Grumpy Alf then told us the following story. The ghost had in fact been a Norseman who had been killed during one of the many invasion's. Unfortunately this chap had an eye-lid problem that prevented him from blinking or closing his eyes. As he couldn't shut his eyes, the Viking Gods wouldn't believe he was dead and therefore he was doosed to stay a ghost until he could find a cure for his blinking problem. Grumpy Alf had told hie that there was a magic lake in Malta that could cure hie and if he was willing to try it, they could teleport there together. So during the time that Gruepy had appeared to us to be in a tranca, he was in fact in Malta with the Norse. "So what happened" wa both asked. It turned out to be more difficult than Gruepy Alf had imagined it would be. It sees that when the ghost bathed his eyes in the eagical lake, nothing happened! Gruepy couldn't believe this, so he bathed his eyes as well. This proved to vary nearly disasterous as now Grumpy Alf couldn't blink his eyes either. That meant that if he couldn't blink, he couldn't work his magic spells either and return to us. It was only when I kicked him, that the spell was broken and he was able to telaport back, leaving the poor old ghost in Malta. At this news Dimply started jumping up and down shouting "Bob is my hero" and then he started hugging and kissing ee. "Look Pal" I said, "I've already had to warn your friend about that sort of behaviour".

When Dimply had finally settled down again, we noticed that Grumpy Alf had a huge grin all over his face. It didn't suit him at all. "What's so funny", I asked. "Well" he replied slowly, I've just remembered an old saying that sues up tonight's adventure admirably. "You can lead a Norse to Malta, but you can't eake him blink"!

Bob Adams.



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* * * * * FANTASY AND SCIENCE FICTION ADVENTURES PRESENT * * * * *

MAGNETIC MOON

In this 3 part, text only, science fiction adventure, your spaceship has been dragged down onto a strange moon by a tractor beam, and now lies in the grip of a magnetic field, unable to take off. Your captain calls for volunteers to search for the source of the magnetic field, and you are one of the first to step forward. To your horror, the captain refuses to let you go, saying that you are needed on board to help the 1st Lieutenant supervise repairs! You want to get in on the action, and decide to jump ship and search for the source of the magnetic field yourself! However, first you must get off the ship without the captain or the 1st lieutenant catching you....!

MAGNETIC MOON is available in 48k and 128k versions, both at £3.99 - but see below for a special offer!

* * * * * AVAILABLE SOON!! The long-awaited, 3 part sequel to "Magnetic Moon".....

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After freeing the "Stellar Queen" from the grip of the "Magnetic Moon", the spaceship is now heading for a hyperspace jump to Rigel 111, in order to get the injured Commander Gilea, who you rescued from the wrecked "Pathfinder", to proper medical facilities. The commander has given you information that leads you to believe that the secret of the two discs that the beautiful priestess Jaeline gave you - the "Key to the Universe" - may be found on the planet the "magnetic moon" orbits. Your captain says it is impossible for the ship to stop or turn back so that you can return to the mother planet, so you realise that you will have to go it alone again, and jump ship! But you have only TWO MINUTES before the ship goes into hyperspace! Can you find some equipment and get off the ship in time? What perils await you on the abandoned planet?? Play STARSHIP QUEST and find out!!

STARSHIP QUEST will be available, in 48k and 128k versions, at the beginning of October. The 128k version has more puzzles and locations, plus HELP messages in many locations. Price of both versions will be £3.99, but you can order your copy in advance for only £3.49! SPECIAL OFFER!!!! Order a copy of MAGNETIC MOON at the same time and you can have the two for only £5.99!!! Note that this offer will close on October 30th, so order both of these adventures NOW!!

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Remember:

MAGNETIC MOON only = £3.49 STARSHIP QUEST (advance order) only = £3.49
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TARTAN SOFTWARE,
61, Batlle Morris Crescent,
MONTROSE.
Angus
Scotland
DD10 9DT

THE GORDELLO INCIDENT

A Spectrum adventure.

This is the first release from TARTAN SOFTWARE since the highly successful DOUBLE AGENT. Once again the vertical split-screen concept is in evidence but this time with many added features.

- a) For the first time in a TARTAN adventure there is a re-do command, MULLIGAN or M for short.
- b) The loading screens present some mind-stretching puzzles instead of the more usual "pretty pictures".
- c) In all parts there are other characters taking part in the adventure. Their presence is not merely "window-dressing" as they perform significant roles especially in part 3.
- d) Wherever possible all copies will be "personalised" with the name of the purchaser appearing on the loading screens.

The first part introduces the concept of one of the main characters actually performing the OPPOSITE to the typed-in command. Part 2 takes this a stage further by having each input obeyed by BOTH main characters simultaneously, but again one of them performs the OPPOSITE action.

Part 3 gives YOU the opportunity to extract some sort of revenge on the other characters by having the ability to control ALL of them and to utilise their special talents. The remainder of the tape on side 2 MAY contain some surprises!

The complete adventure was originally written in the "HARDER" mode, in an attempt to get away from "fast-press-a-key-and-the-action-stops-concept" and to present the player with perhaps a challenge of a different kind.

However, to a man (and even woman!) all the testers and sneak previewers found the "HARDER" mode a decided annoyance, hence the "EASIER" mode and even a PAUSE button! To quote one on-named playtester...."The HARDER mode is strictly for masochists only".....Are you BRAVE enough to try it?

*For the above paragraph to make ANY kind of sense it will be necessary to purchase THE GORDELLO Incident from the above address for **ONLY £3.95.***

A self-addressed stamped envelope will bring details of the complete range of TARTAN SOFTWARE Spectrum adventures (suitable for novices to "experts").



LETTERS



Thanks for my first (of many) issues of Probe. My first taste of adventuring came with KENTILLA. I have, unfortunately, got the Mastertronic version of the game with a bug in it that prevents completion of the game. I'm sure you've received queries about it. It has to do with the silver dagger and the Darg Vool. Mike Gerrard published a short program some time ago which purported to cura this. It was sent in by a guy called Chris Jones. But when I used it matters went from bad to worse. I now can't "see" anything or anyone. I know how to finish the game but, because of the bug, cannot. Can anyone help me with this? I have completed quite a few adventures and most of these games are so old they have wrinkles. Since I have only recently gotten into adventures I've been trying to get any I can. Unfortunately, in Belfast, they aren't exactly thick on the ground. I recently acquired the GAC from the Home Computer Club. I own a +2 Spectrum. Each time I load it I get as far as the title/credit screen then, instead of the menu, I get vertical lines and then the computer does a reset. I tried adjusting the head alignment on the cassette unit (48K and 128K mode) but no change. I sent it back but unfortunately its replacement does the same. Do any of your helpers have any experience of this problem and can they help me please?

JOHN SYMINGTON, 24 Edenmore Drive, Andersonstown, Belfast, BT11 8LT.

I have been intending to write to you for several months now about the QUALITY of PROBE, but the pressure in finishing the GORDELLO incident has meant that I have been unable to put pen to paper until now. (Silly expression that as I am typing this on a word processor!) In my opinion PROBE gets better every month (even if you do get a HAGGIS joke wrong by having him run up and down a mountain instead of across it!) and I must confess to even reading reviews, hints-and-tips and articles on non-SPECTRUM adventures. I also read the complete publication at least three times! I suspect that you will not publish this, but if you do I will send you a photograph for the GUESS WHO THIS IS SECTION. Best Wishes (or even Wishes!) and keep up the good work.

TOM FROST, 61 Bailia Norrie Crescent, Montrose, Angus, DD10 9DT.

(Thank you Tom, but now that I HAVE published your letter you will really have to send in that photo! (I've got witnesses now). As for the Haggis joke, I'm afraid most jokes suffer at my hands. I remember the time someone asked me "How do you get a monkey to speak?" and told me the answer was "Take it through the Mersey tunnel and turn left!" I completely ruined that joke by asking someone "How do you get a monkey to Liverpool?".....Mandy.)

Congratulations on your third birthday! I would like to say how much I have enjoyed the recent issues of Probe - it goes from strength to strength (see reference to the Wayfarer's Soles!!) I was saddened to learn of Linda Wright's decision not to write further ST adventures, her expanded version of the JADE STONE is just brilliant. It is better, by far, than many of the larger distributors recent offerings. To anyone who has not yet got it... GET IT... quickly. Please everyone send me your signatures for my petition for Linda to write

just one more ST adventure? I expect the first million this month! Now for some GRUEful news to end on. After much soul searching I have decided to part with my collection of the older Infocoms (see enclosed IN-TOUCH advert), pause for the sharp intake of breath and whispered mutterings of "Traitor". My defence is that one can only play them so many times before becoming bored? (ducks rapidly) and the money will enable me to purchase the later ones (also Linda's next adventure). I only hope that no one sends my address to THE GRUE! Good luck and keep up the good work,

CLIVE SWAIN, 15 Bennister Close, Greenford, Middx, UB6 0SW.

Excellent! That's about it. I really enjoyed "Adventure Probe". I think the humour and the friendliness are the things which strike you at first. What else? Well-organised, professional, attractive (no, I'm not talking about THE GRUE!) I really must commend all of you on an excellent read. Right, that's enough worshipping for one day. I have been ringing for help with Dungeon Master to find out how on earth you catch Lord Chaos (with his trousers down, as it were) but I'm afraid I'm not as good as Jason because I can't catch him. I've got him in the little room on level 13 and whenever I get one fluxcage up he zooms out the door and stands outside looking at me. I tell you, I am going insane! Oh, by the way, I'm thinking of buying a second hand Amiga (boo! Hiss!) because DUNGEON MASTER is supposed to be even better (if it's possible).

I was really surprised at the number of females (if that doesn't sound too sexist?) who were either in the letters pages or just generally concerned with the mag. Don't get the impression I think this is a bad thing, I think it's great! Who knows, there may be someone out there for me (who loves their computer as much as I do!) after all, I think it's really stupid (re the Arcade Market) to not try and promote software so girls and women will get interested. I know this is different with adventures because they are INTELLIGENT (and as we all know, women are more intelligent than felle's - isn't that right girls? "YES"). Another grumble of mine is the "My computer has more go-faster stripes, and is bigger etc etc than your machine" syndrome. I think all computer lovers should join together and take over the world! Neh, only kidding. I can't help it, after all, I've got another couple of sons to go before I'm as mature and intelligent as the GRUE! (and pretty!). Adios,

ADRIAN McGAVOCK, 12 Elmfield Park, Glengormley, Belfast, BT36 6EA.

Thanks for another enjoyable Probe this month. I was most interested in Linda Wright's letter concerning the ST adventure situation, as I'm considering buying a machine in the near future (for various reasons, not just the gameplay) and I would like to do so in the knowledge that the cream of the home-grown talent was supporting the ST. I must also go on the record in support of Larry Horsfield and his questioning of the large companies pricing policies - it's been a long time since I paid the RRP for a game, preferring to use a mail-order company or to obtain new games through swap clubs (i.e. Paul Avis et SAS).

STEVE LOOEY, 5 Felix Road, Felixstowe, Suffolk, IP11 7JD.



HELP WANTED

"I am in the middle of SPACE QUEST II and am stuck in Vorhaults fortress and keep getting hiked in a vat of acid, so if anyone knows the answer to this one that would be appreciated"

PHIL DARKE, 244 Beaulieu Gdns, Blackwater, Camberley, Surrey, GU7 0LQ

"In part two of ORACULA, I can't get out of the Castle courtyard which is a bit silly because I did it once before and then got killed in the Castle, but when I played it again I had forgotten how I had done it! Also can anyone help me to escape from the castle, I pulled the rail in the wardrobe and heard a click but that's as far as I could get. In THE HDLLDW how do I get past the bear? I do hope someone can please help me out."

MAURICE McKILLEN, 57 Rankinstown Rd, Ballinacorney, N Ireland, BT42 3HR

"Can anyone please help me on TEACHER TROUBLE. I can't find the Jam Jar or the Rugby Ball and what do I tie to the nail to pull out the drawer in the Physics Lab? Also, what do I do with the Sugar Puffs when I finally make them? I know that in some versions the Jam Jar is given by Mr Rozzley and the Rugby Ball is in the cupboard in the Gym but in my version the cupboard contains a cricketers box and the cupboard falls on my head and kills me and Mr Rozzley gives me the Mallet, not the Jam Jar."

MARGO PORTEOUS, 1 Marina Drive, Spondon, Derby, DE2 7AF

"I am stuck in Activision's MINDSHADOW. It does not seem possible to question or instruct other characters, you can "speak to man" but only get standard answers which may or may not be applicable at this time. I need to find the BYWORD and someone with forged airline tickets, however I can't find anyone who appears remotely interested in airline tickets forged or otherwise. There is also a message in a hat to "meet me at the Inn Booth 11 but as yet I have not found an inn, it may be in the next country, if I ever get there!"

JOYCE FURLONG, 73 St James Crescent, Brixhill-on-Sea, E Sussex, TN40 2DL

"Please could someone help me to get back to Nottingham in ROBIN OF SHERWOOD? I have got back in before but I now forget how I did it as when I get to the location that tells you "you can SEE Nottingham in the distance", and I type "South" or "Go Nottingham" I get told I can't do that yet! I have with me, Much, Will, Marion and John, Albion, Bow, Quiver of arrows, Quarterstaff, 2 Touchstones, 300 Coins, Silver arrow and the Thief so you can see I have everything else (I think) but I need to get to Nottingham for the rest. Also could you please help me to get the Gloves, Maak etc in FISTFUL OF BLOOD CAPSULES as I can't seem to find the right input to get them?"

JIM DONALDSON, Connolly, 132 Stamford St, Glasgow, G3 1AU

=====

"I am stuck on a number of adventures and would be really grateful if someone could help me out. With NIGHTWING I keep getting locked in the room with the vidplayer and can't get out. I can't get the teleport to work either. What use is the blubber? I can't recharge my energy despite eating the nutriblock. On SOLARIS PT I got out of the car but can't get past the airlock. With KNIGHTMARE I can't get the spade from the old man at the altar. With SPELLBOUND I can't get Elrand to blow down the wall - I always get the reply "it's not time yet". Finally with DUN DARACH I know how to finish it but cannot find Dainn or the iyre to give him."

JOHN SYNINGTON, 24 Edenmore Drive, Andersonstown, Belfast, BT11 8LT.

=====

"I would be very grateful if anyone could supply me with some hints on FAIRLIGHT I as after eighteen months I still cannot finish the game and have no new ideas on how to do so!"

NRS J L HUGHES, Requeena 181, 17487 Ampuriabrava, (Girona), Spain.



Infocom adventure collection - all for sale as new with original packaging and literature. Titles at £8. each including post and packing.

ZORK I, ZORK II, ZORK III, BEYOND ZORK, ENCHANTER, SORCERER, SPELLBREAKER, PLANETFALL, STATIONFALL, WISHBRINGER, HITCHHIKERS GUIDE, NORD AND BERT, LURKING HORROR, NOONNIST, LEATHER GDDOESSES, MINDFOREVER VOYAGING, TRINITY.

Please phone CLIVE SWAIN for availability on Di 064 7156.

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ANSTRAD ADVENTURES (DISC OR TAPE) WANTED - BUY OR SWAP

Wanted: BORED OF THE RINGS, VERY BIG CAVE ADVENTURE, EMERALD ISLE, ESPIONAGE ISLAND, GRENLINS, INCA CURSE, ROBIN OF SHERLOCK, KENTILLA, PLANET OF DEATH, VILLAGE OF LOST SOULS.

Will buy or swap for the following: APACHE GOLD, BLACK FOUNTAIN/SHARPES DEEDS, HAUNTED HOUSE/NOVA, DUNGEDONS DRAGONS ANYTHYSTS, ESCAPE FROM KHOSHINA, FOREST AT WDRLOS END, HEROES OF KARN, JEWELS OF BABYLON, MESSAGE FROM ANDROMEDA, NOROONS QUEST, SEABASE DELTA, SUBSUNK, WINTER WONDERLAND.

PHILIP REYNOLDS, 36 Grassmere Rd, Royton, Didsbury, M20 6SR.

=====

AMSTRAO 464 SOFTWARE WANTED

BAROS TALE II AND BAROS TALE III. If anyone would like to swap them then please look at my list in the July issue of Probe.

CHRIS MUFF, 49 Renway Rd, Rotherham, S. Yorke, S60 3EU

ATARI ST SOFTWARE WANTED

Urgently seeking ZORK I, ZORK II and ZORK III.

AORIAN McGAVOCK, 12 Elmfield Park, Glengormley, Belfast, BT36 6EA.

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Tape or Disk: WISHBRINGER, VERY BIG CAVE ADVENTURE, CASTLE BLACKSTAR, MOROONS QUEST, HEROES OF KARN, ENCHANTER.

Buy, Swap or Borrow - all letters answered!

MAREE WALSHE, 55 Wahroonge Cree, Greenvale, Victoria 3088, Australia.

COMMODORE 64 SOFTWARE WANTED

Does anyone have REBEL PLANET to sell? Disk or Cassette?

FRANS LARSEN, Planetvn 303, 9020 Tromsø, Norway.



AMUSING RESPONSES

THE MENAGERIE

by BRAM STOKER played on a very old Spectrum



FLY - Unlike the original, your means of movement does not involve imitating a 747.

HELP - Help vt. To lend strength or means to effecting a purpose; to aid; to meet. I rarely got any help so why should I bail you out?

READ ENCYCLOPAEDIA GALACTICA - Page 1, A is for Android. B is for Betelgeuse etc...

MINDSHADOW

by JOYCE FURLONG played on Commodore 64

Try kissing the hatcheck lady in Rick's cafe.

GRAND BIRTHDAY COMPETITION RESULTS

I was delighted to receive so many entries for this competition. Everyone did very well indeed. Some of you had me chuckling with your lists which included such items as "Three Invisible Musketeers", "Three Invisible Little Pigs" etc, "This is the third time I have written out this list" and other funny items. Here is the official list of items relating to the number three:

- | | |
|--------------------------------------|-----------------------------------|
| 1. Three O Letters. | 21. A Yard (three feet). |
| 2. Third World. | 22. Three wishes. |
| 3. Earth the third planet. | 23. Three legged race. |
| 4. Isle of Man sign. | 24. Level 9 ($3 \times 3 = 9$). |
| 5. Three sided pyramid. | 25. Three discs. |
| 6. Three of spades. | 26. Trilogy of games. |
| 7. Triangle. | 27. C = Third letter in alphabet. |
| 8. Third eye. | 28. 00000011 = 3 in binary. |
| 9. Three Sages. (Wise men). | 29. Three pin plug socket. |
| 10. Three coins in a fountain. | 30. Three layer cake. |
| 11. Trident. | 31. Three cheers. |
| 12. Three candles. | 32. Large number 3 (cake). |
| 13. Triplane. | 33. Volume 3. |
| 14. Tricycle. | 34. Issue 6 (2×3). |
| 15. Tripod. | 35. Three ripples in pool. |
| 16. Three Blind Mice. | 36. Three E's in Adventure Probe. |
| 17. Three darts. | 37. 3 Candle Flames. |
| 18. Three trawls 20'a=180. | 38. Three optical illusions. |
| 19. Pawnbroker's sign (three balls). | 39. Three continents on globe. |
| 20. Trefoil (Shamrock, Clover etc). | 40. No 3 on the spade. |

41. Sicily sometimes called the triangle island. Old name is Trinacria
 42. Three Y's in Happy Birthday to You.
 43. 1989 = You are all mathematical wizards! You found so many ways of dividing, multiplying, square roots etc that you made my head spin!
 44. The cover of Probe was YELLOW which is the third colour in the spectrum!

CONGRATULATIONS TO THE FOLLOWING WINNERS

JOHN WILCOY (39 CORRECT). TERRY ROBERTS (39). NIC RUMSEY (39). OAVE PERRY (36). NEIL SHIPMAN (36). SUE ILSLEY (35). ERIC STEWART (35). CHRIS HESTER (34). MRS J R SMITH (34). JOAN WILLIAMS (34). SUE ROSEBLADE (34). JOAN PANCOTT (33). TONY MELVILLE (32).

ANSWERS TO LAST MONTHS LOGIC PUZZLE BY JUNE ROVE

Christian name	Surname	Title	Subject
Betty	Cann	The Field	Sports
Mona	Lott	Moon Buggy	Arcade
Ivor	Brayne	Inner Ring	Adventure
Willy	Wynne	Big Search	Strategy

ANSWERS TO CHRIS'S CRAZY QUIZ PT II

From Issue 5

By CHRISTOPHER NESTER

1) The connection between DARK SIDE, ZODS and THE SENTINEL is that they're all game titles that have been used before! Incentive obviously owns the rights of DARKSIDE (Poeper House), Martech of ZODS (Softtek) and Firebird of SENTINEL (Synsoft/US Gold). Then there's also at least three games called STAR TREK! Ocean were beaten by a few years with NITRIDER - an unofficial version of the TV show - from ACE in 1984. Design were also beaten by ACE, who had a game called DARK STAR out first, though both companies stole the name from the 1974 film "Dark Star"!

2) The full names of the companies are as follows:-

- a) C.R.L. - Computer Rentals Ltd.
- b) F.T.L. - Faster Than Light.
- c) S.S.I. - Strategic Simulations Incorporated.

3) An excess of Atari cartridges were... b) buried in a big hole in the desert somewhere!

4) 1K of computer memory consists of b.) 1024 bytes - NOT a thousand.

5) THE YOUNG ONES was not a tie-in game with a book, as it was a tie-in with the TV series instead. THE ROBOTS OF DAWN is an Epys adventure based upon the classic Isaac Asimov science-fiction novel, which (for some reason) was never released over here.

6) Scott Adams' BUCKEROO BANZAI adventure game was never released properly in Britain because it was based on the film BUCKEROO BANZAI which never saw the cinemas here! Hence the adventure was held back, until it eventually surfaced on the U.S.Gold compilation tape. "Scott Adams Scoops", along with WOODDO CASTLE, STRANGE ODYSSEY and PIRATE ADVENTURE. Incidentally, the BUCKEROO BANZAI game came out in America around 1984, and Keith Campbell wrote a review of it in the February 1985 issue of Computer and Video Games, if you want to know more!

7) The only game to be released on the U.K.Gold label was DROPZONE. At first it appeared as part of U.S.Gold's range until it was discovered that the programmer, Archer Maclean, was British, so they had to change the label!

8) So far the Editors of Adventure Probe have been Sandra Sharkey and Mandy Rodriguez. Sandra wrote THE CASE OF THE MIXED-UP SHYMER adventure game (as included with STAC) and Mandy has written several adventures, THE BLACK KNIGHT, BARNEY BROWN AND THE CHICAGO CONNECTION and ATALAN.

9) The odd one out was GENESIS, as all the other programs to aid adventure-writing were from Gilsoft.

10) The adventure titles were as follows:-

- a) a small chess piece - THE PAWN.
- b) Communist Satellite - RED MOON.
- c) Marillion's ex-vocalist - FISH.
- d) Tired of the phone-calls - BORED OF THE RINGS.
- e) 11:56pm - FOUR MINUTES TO MIDNIGHT.

THE ART OF THE MAZE

By ROGER WHITE

Continued from Issue 7

The remaining features of the maze that are to be mentioned are all unambiguously 'friendly' features of the maze:

\$5. The maze has as many as 3 different exits, and for each of them your compass works 'normally' (i.e. W from TR leads to 1, and E from 1 leads to TR), these exits are invaluable for finding your bearings - you can find out where you are once you find the way from where you are to a nearby exit.

\$6. Similarly there is a centrally placed designated room - the Skeleton Room to help find your bearings.

\$7. There are a number of 'deadends' scattered around the maze: the usefulness of these is the way in which they help to give to rooms their own individuality (e.g. room 2 is the only normal room within the maze with a deadend to the E). The deadends here have a particularly friendly form: what we are looking for throughout are ways of identifying the room we are in. That there is a deadend to the E of room 2 marks it off automatically from most of the other rooms in the maze. But the deadends here are quirky: you don't automatically return in the opposite direction - as here you go in E and leave the deadend S. Mandy at the end of her nice article on mazes (AP II/1) protested about these sorts of deadend, but in fact from our point of view they are a godsend. The point is simple: if every deadend you enter E, you exit W, there are only 10 different types of deadend possible ('N - deadends', 'NE - deadends', ...), but once you break the correspondence between entrance and exit, there are 100 different types of deadend, and, whereas there might well be two rooms with deadends off to the N, a deadend off to the N from which you return D is idiosyncratic, and gives to the room it leads off something close to a fingerprint: we can check whenever we like whether we are in room 2 or not: 'Is there a deadend off to the E, from which you return S?' If not, you are clearly not in room 2: but if so, the odds that you are there are excellent.

\$8. One question always to ask of a maze is: if there is an exit leading from A to B, will it follow automatically that there is an exit leading from B to A. Different programmers follow different conventions here:

i) As in the ENTHAR 7 maze, there need be no correspondence: e.g. although there are exits from 9 on MAP 111 to each of the first seven rooms, only one of these has an exit leading back to 9.

ii) In some mazes, there will always be exactly as many exits leading from A to B as vice versa: the idea here being, presumably, that you are going along the same twisty tunnel in opposite directions.

iii) A lot of mazes adopt a looser convention: if you can go from A to B, you can always go back from B to A, but there may be more exits in one direction than the other. (Presumably, twisty tunnels branch!). To the best of my memory, INFOCOM mazes always follow this convention. (Since writing that, I have played Lurking Horror: the maze there - actually one of the best mazes INFOCOM have produced - does not: it is a truly professional example of how to use room protection of a kind that is almost impossible to achieve with anything other than convention (i). It is actually a maze where it would require a random search that was over 1,000 moves long to have a reasonable chance of finding your way through.)

Given the artificiality of the maze, there is no right or wrong about these three conventions, but it is always worth while trying to determine which is being followed. I myself have preference

for convention (i), since, if you follow (ii) or (iii), it is difficult to achieve the subtlest effects of room protection (a highly protected room will typically have far more exits leading away from it than towards it). ZORK 1 adopts convention (iii), and overcomes the problem of room protection as I outlined in §3 above - although no individual room considered on its own is highly protected, the maze breaks down into groups of rooms which are at least somewhat protected from each other. But the maze we are considering adopts convention (iii) in a form which is very kind to the player. Convention (iii) is always kinder to the player than convention (i), since the moment you have found a route from A to B, you will know there is route back and can try to check which it is: and conversely if you know that none of the exits from A lead to B, you will know automatically that no exit from B can lead to A. But here, the maze follows convention (iii), but with exceptions - and whenever an exit forms an exception, the player is given a message to that effect. This is useful in two ways: by implication you are being told that convention (iii) is normally in operation, and so don't need to infer this by more indirect signs, and secondly the presence of these one-way exits means that the rooms in which they are employed have a feature which is almost as distinctive as an exit to the maze or a deadend leading off them would be. In this way most rooms come to have a highly distinctive feature whose presence can instantly be tested for.

§9. As I have already stressed, the maze makes extensive use of barriers: for reasons that will emerge, this is the single most friendly feature. From the standpoint of the classical solution there is little difference between a maze with barriers and one without, but, once we consider a maze as a DROPSOPE maze, a maze which uses barriers has a built in system of clues - the distribution of the barriers - which make such mazes characteristically simpler than ones without.

I have spelt these features out in considerable detail, because one or more of them will recur in practically every maze, and if we are aware of them we will be able to turn them to our advantage: it is certainly possible to solve mazes which offer far less help to the player than this one, but in the solution that follows we will see most of the features mentioned above being used at some point or other - showing some of the ways that they could be exploited in mazes which are far more frugal in the clues they give to players than the ZORK 1 maze.

The features we have listed above give a whole series of ways of telling rooms apart, and hence of finding out where we are at any stage of our search. The main way to exploit this information on a systematic basis consists in what I shall call the "signature" of a room. One thing we can discover readily about any room we are in, particularly if the game has a RAMSAVE facility - or, as with INFOCOM, a highly efficient normal SAVE facility - , is the consequence of going away from it in each of the 10 possible directions in turn. Thus, in the case of room 1 of the present maze: N goes to a normal room, E goes to the troll room, S & W go to normal rooms, and every other direction leads to a barrier. Once we have found this out we can make a note of it quite simply as follows:

1:- [?, TR, ?, ?, X, X, X, X, X, X]

This array is the "signature" of room 1. Now, because of the presence of barriers, even apart from such highly characteristic features as deadends and exits, there are at least 1,023 different signatures possible for a room. This number is large enough to make it unlikely that any two rooms within the maze have the same signature: in the most unfavourable case one is likely to encounter,

most rooms will have different signatures with only two sharing a signature: more powerful techniques can be evolved for telling even them apart. What this means is: once we know the signatures of a group of rooms, if we enter a new room we can instantly find out whether it has a signature identical with that of one of the rooms we already know about. If so, we can adopt as a working hypothesis, to be abandoned later if it proves untenable, the hypothesis that this is the room we have been in before. If it has a different signature we have, of course, found a new room to add to our list. Normal signatures should yield ample information to map any but the most perverse maze, provided there are enough barriers to tell rooms apart: if we run into difficulties just using normal signatures, we can adopt various more powerful variations on the idea of a signature. The simplest of these I shall call the "power signature": here we consider, not the result of going away from a room in each direction in turn, but the result of going away repeatedly from the room in each of the 10 directions in turn, until we encounter a barrier or known feature. Thus in the case of room 1, we can go N,N,N ... indefinitely, E straight to the troll room, S indefinitely, and W three times (1 -> 2 -> 3 -> 4 -> X). This can be recorded on a second array (using "*" for indefinitely often: if you can go over half a dozen moves you may assume this to be so):

1:- P[*, TR, *, 3, X, X, X, X, X, X].

The chances of two rooms having the same power signature are very slight indeed. Hence we have a simple device we can use for telling the different rooms of a maze apart, which is in fact only slightly more complicated to obtain than the result of having dropped an object in the room. The more complicated kinds of signature, such as power signatures, really come into their own for mazes without barriers.

We enter the maze into room 1 and test each of its directions in turn - beginning with E to see if, as we do, we get back to the troll room, and then systematically through the others beginning with D, until we find a direction in which we do not encounter a barrier - W - we then go repeatedly in that direction as far as we can go, thereby discovering three new rooms (these must all be new rooms otherwise we wouldn't eventually encounter a barrier - this is analogous to the case we looked at last time, of finding again an object which we had dropped). From the room we arrive at we start to experiment with different directions, instantly finding the one-way exit leading D. Since at this stage we do not know where we have arrived at, we RESTORE to 1, and have established the following basis for our mapping:

	N	E	S	W	NE	SE	SW	NW	U	D
1		TR			2	X	X	X	X	X
2					3					
3					4					
4				X						[?]

MAP XVI

I will build this out into a complete map in my next article.

ADVENTURE QUEST

<u>Keys</u>	To unlock the Snowman and the door at the north beach.
<u>Bottle</u>	Fill with water, then oil and finally with water to throw at the Dragon.
<u>Sling</u>	Wave it to kill the Giant.
<u>Table</u>	Needed to reach the orchid.
<u>Onion</u>	Eat it as protection against the Vampire.
<u>Orchid</u>	Give it to the Unicorn.
<u>Medallion</u>	Wave it at the Demon Lord.
<u>Pan Pipes</u>	Play to pass the snakes.
<u>Silver Ball</u>	Carry it to use the sling.
<u>Sun-dial</u>	Take it to the Priestess in the temple.
<u>Ruby</u>	Throw it at the Ogre.
<u>Emerald Eye</u>	Give it to the Statue.
<u>Leather Bag</u>	Open it to blow the Djinn away and then carry it when you visit the Octopus.
<u>Trident</u>	Drop it if you need water and carry it to fend off Sharks.
<u>Rope</u>	Tie it to the stalagmite in the smelly cave.
<u>Oil</u>	Use it on the door at the north beach.
<u>Lung Fish</u>	For breathing underwater, drop and then get it again when you enter the water and before you leave it.
<u>Fishing Net</u>	To catch the jelly fish.
<u>Jelly Fish</u>	For light under water, DO NOT take it out of the water.
<u>Sword</u>	Carry it to visit the Spider, use it to cut things and to smite the stone bridge.
<u>Egg</u>	Drop it in the nest.
<u>Coal</u>	Throw it in the very hot passage then you can walk safely across the hot coals to the west.
<u>Brazier</u>	Drop it when you are cold and to dispel the Ghosts.
<u>Boots</u>	Needed to go through the quicksands.
<u>Stones</u>	Earth, Sun, Star and Mist, insert them to open four doors in the Black Tower.

GETTING YOU STARTED

MAGNETIC MOON (128K VERSION ONLY)

By BARBARA GIBB played on Spectrum

EXAM MORGAN - EXAM POCKS - EXAM DAVIES - WAIT - WAIT - AF - ST - EXAM
REPAIRMEN - EXAM HARRY - EXAM LARRY - AF - SEARCH FLITTER - TAKE
BACKPACK - EXAM PACK - WEAR PACK - AF - SEARCH TOOLS - TAKE HEADSHIELD
- AF - LISTEN - WAIT - WEAR HEADSHIELD - PO (not recognised) - EXAM
PHILLIPS - PO - FO - ST - SEARCH SHELVES, RACKS - OPEN CUPBOARD -
SEARCH CUPBOARD - TAKE FLASH, ROPE, LASER, FORCER - PUT ALL IN PACK -
PO - AF - ST - ST - FO - REMOVE HEADSHIELD - DROP HEADSHIELD - FO - PO
- TAKE GRAPNEL - EXAM GRAPNEL - TAKE AXE - ST - FO - FO - PO - AF - ST
- EXAM DOCTOR - RAMSAVE - KISS DOCTOR - Y - RAMLOAD - EXAM ASSISTANTS
- EXAM MALC - EXAM SAMMY - SEARCH SICKBAY - TAKE BOTTLE (of oxygen) -
PO - FO - EXAM PANEL - PRESS HAND ON PANEL - SAY ERLIN INTO MICROPHONE
- PO - FO - U - FO - EXAM COUCH - SEARCH COMPARTMENT - TAKE HELMET -
FIT BOTTLE TO HELMET - AF - D - AF - PO - PRESS BUTTON - ENTER AIRLOCK
- WEAR HELMET - PRESS BUTTON - LEAVE AIRLOCK - PRESS BUTTON - JUMP....

RETURN TO DOOM

By JAY GEE played on Amstrad

Start - Control Room. N to Cargo Hold, get helium extinguisher, ne to
Landing Area, w, shout, nw or sw to closed jaw, get black rod, ne or
se to closed jaw, e, e, to Spongy Area, get tank of chlorine, e, get
tectonometer, w, se to Crag, get rock (it falls), nw, w, s, e to Shaft
Entrance, knock, n (note word "PRONA" on wall) open tank (to dispose
of groblier below), drop tank, d, n to Underground Chamber, get pill,
s, up, s, w, n, e, e, get rock, w to Spongy Area, throw rock and are
Beyond Trap by Cleft, open tectonometer, eat pill, open extinguisher,
e and put in cell (note word given by the Ambassador which will be
KALAB, REOAL or OZZOG), n, whistle (to open the Safe), n, get rod,
machine, vegetable computer, s, type in word from Ambassador backwards
(BALAK, LAOER or GOZZO), ne, e to Junction with Terminal. Pressing
shapes on this will effect the weather as follows:-
Hexagon, Lightening. Pentagon, Fog. Square, Rain. Triangle, Snow.

PLAY IT AGAIN SAM

By JOHN BARNSELEY played on Spectrum

INVENTORY - TAKE TRIBUNE - EXAMINE TRIBUNE - DROP TRIBUNE - EXAMINE
DESK - OPEN DRAWER - TAKE GUN - TAKE JEMMY - TAKE KEYS - CLOSE DRAWER
- EXAMINE STATUE - WAIT until phone rings again - LIFT HANDSET - WAIT
- until Gloria arrives - SAY YES - TAKE ENVELOPE - EXAMINE ENVELOPE -
DROP ENVELOPE - OPEN ODOOR - DOWN - HAIL TAXI - 45 WESTERN BLVD - ENTER
APARTMENT BLOCK - ENTER ELEVATOR - JEMMY DOOR - DROP JEMMY - EXAMINE
PHOTO - OPEN BAG - TAKE MATCHES - CLOSE BAG - EXAMINE WINDOW - UNBOLT
WINDOW - DOWN - TAKE SWITCHBLADE - EAST - EXAMINE MATCHES.....

CONTRIBUTIONS ARE URGENTLY NEEDED FOR THIS SECTION PLEASE



HINTS AND TIPS

REALM OF DARKNESS

By VICKY JACKSON played on Spectra

To get the staff of levitation drop a carrot by the rabbit hole.
Don't cut the reed with the knife until you have the key and aethyst.
Eat the bean to get past the dog.
Wear the bracelet to feel stronger.
Ask Percy to find a juicy bone.
Look under bush to find a spade.
Carry the shield to bypass the mutant mole.
To get in the Gaekeapars hut you need the password from the Poacher.
Carry the Elfstone in the pool to find the sapphire.

DUNGEON MASTER

By BRIAN PELL played on Amiga

Level 6.

The room where you enter and see a hole in the floor two pabs to the right, a button on the far right wall in front of a door guarding a key. When you walk on one pab the door opens, the other it closes. You can't go forward because of the hole. The button works a transfer field, into the corner where you find a button to close the trap, which in turn opens again when you step off it. Well, go and press the button and go back to the second pad, turn and face the field and throw a chest of the right weight into it. Too heavy and it falls through, too light and it flies right by. Just right and it falls onto the far pab in the corner and it opens the door.

Level 4.

When the muay is and on the wall it reads "He is my prisoner", there is a room with Screamers in it. This is a Screamer generation room and if you close the door and wait they will regenerate. This is a good place to get food. Close by is a skeleton door onto the main staircase so you can return from lower levels to restock on Screamer slices.

Level 11.

The dart room. Bash down the door, put up an anti poison shield, drop what you can and enter. Get the sword and run.

(Another tip for this problem is to have a spare falchion handy and as soon as you grab the sword, pop the falchion in its place. The system is fooled into thinking that the sword has not been taken and the poison clouds and darts stop. After a moment you can safely walk out of the room with the sword.....Mandy)

MURDAC

By H.KNOTT played on Archiaedes

Go straight to the ogre's well before they finish it and play on your way back as if in Jericho!

You may unlock the door - lock it behind you if you want to stay safe!

No-one seems to like your music, try it on the guards too!

Use appropriate action at the lake - if the gravestone is for a baritone - sing; if sign language - mime etc. Don't forget the name also on the grave.

Note where the pigeon is and feed it a crust, then take it to the astrologer and let it eat the millet.

HIT

By ALF BALDWIN played on Spectrum

Examine your desk to find your address book. It will tell you where Cherry lives.
Read the piece of paper in Cherry's ped to find out where she is staying.
Read the notepad in Cherry's hotel room to find the name of e Speak-easy.
Give the pen to Tom, he will treat you to e steak and a coffee on the house. Too bad you can't enjoy it, Cherry needs the coffee end the dog wants the steak.

FOOTBALL FRENZY

By CHRIS MUFF played on Amstrad 464

When you find that the changing rooms ere on fire, ring the fire brigade from your office, then go W and N and speak to the chief, Look, Examine the ashes, go S and E and speak to the Secretary, then answer the phone.

CUDDLES

By ANDY NISBET played on Spectrue

To free fairy - cut chain with saw.
To get out of the playpen - spill your food.
To get away from Nanny - throw her brooch.
To find your romper suit in the nappy room amongst the smelly nappies - use undies. Search nappies TWICE!
To get up the tower - need balloon from feirground.
Don't forget to teke teddy up the beansteik with you.

BARDS TALE III

By CRAIG RYDER played on Commodore.

in Arboria do not pay for Gillie's gills in the Wizards Guild as you can get it from a fisherman for 5DD in gold.
Transfer characters from Bards Tale I or Bards Tale II to Bards Tale III. Go to Scara Brae and find the old men. After he gives you your first quest, change ciesses. If you chenge from Bards Tale I make one a Chronomancer and one an Archmage. If transferring from Berds Tale II, it only works with one so make him a Chronomancer.

LEISURE SUIT LARRY II

By MANDY played on Atari ST

Tangled in your parachute? - Cut parachute with knife.
Trouble with bees? - How low can you get?
Trouble with the snake? Now that's a sticky situation!
If you keep getting that sinking feeling then find the right path!
Can't get over the river? Swing on vine, Swing on next vine etc but don't forget to rudely interrupt the program in mid swing!
When safely on the other side, grab a vine before you exit.
Fine the camp fire for some useful hot ashes!
The vine will come in handy to cross a chasm.
Warm ashes will come in handy in a cold and slippery situation.
A timely explosion in a crevice should open up the way!

SERIALISED SOLUTIONS

THE PRICE OF MAGIK (Part III of Tice and Magik trilogy by Level 9)

By THE WAFARER played on Commodore 64.

.....Continued

NE, SE, N, NW, W, D, to the hole. S, S to the distorted junction, (if your age is getting dangerously near 100, NE, N, TOUCH MOON and return), S, S to the Slime Slide where a giant slug stops further progress. Like its smaller relatives, THROW SALT AT SLUG which runs away in terror, D to a statue of a warrior carrying a claymore. You have gained 2 points for reaching the location.

EXAMINE STATUE and you find the Spy Spell, this is worth 2 points also. D, S to a pentagonal room, SW to a store room, SE to an altar with a strange fond and NE to a clockroom. S, S through a short corridor to a low cellar, and then E to an ominous chamber where the Fly Spell is written. Finding Fly is worth 4 points.

CAST SPY is worth 1 point, CAST SPY AT WALL is worth 1 more. W, N, N, SW, SW, NW returns you to the red room. NW to a green grass room, S to a moonlight room where a picture of moonlight hangs. (If you cast BOM at the picture a moonbeast runs from its own reflection - a useful fact later.) S to a room with a picture of a werewolf in it, W to some steps where a stone golem stands flexing its muscles.

GIVE ROBES TO GOLEM, who takes them with a grunt and gives you some silver mail. D and you reach the rickety steps, gaining 2 points for passing the golem.

Your score at the moment should show that you are 49% sane, EXAMINE MAIL and you find the Fin Spell and 3 points. WEAR MAIL, NW, SW to a morgue. The puzzles to this section were left out by the programmers so there is little point in exploring it. (If you must then cut the web, frighten the spider away and take the crowbar. You gain no points for this though.) NE back to the ancient boardwalk, W to a rickety landing stage, where a ferryman and boat await you.

Non-union labour is forbidden so as your fare GIVE RING TO FERRYMAN and GET IN BOAT. The ferryman pulls one location, CAST FIN AT ME and you become a fish, gaining 1 point. D and you swim to the bottom of the river bed where you can see a plaque.

EXAMINE PLAQUE finding the San spell and a further 3 points. U. Wait until you change back into a human again, GET IN BOAT, GET ALL. The boat docks and you go N, WEAR ARMOUR which was dropped when you became a fish (the mail becomes your fishy scales), N to a watery tunnel inhabited by a giant bloodworm. The bat thinks it is in heaven, attacks it and you are free to proceed N to a boardwalk.

NW to a short stone corridor, N to a perfect spherical junction, SW to a glass cave to a teepee behind the altar where a talisman lies with a large weight suspended over it.

Touching the talisman causes the weight to fall and crush you to death, however, CAST FLY AT WEIGHT and the weight is supported long enough for you to GET TALISMAN, NW and N, NE back to the spherical junction, NE takes you to a hall of statues where you see a cherub holding a trumpet. CAST BOM AT CHERUB, which becomes alive and drops the trumpet giving you 1 point. GET TRUMPET and another 1 point.

SE to the dry gallery, NE to a room just south of an arch, N but you are required to give a treasure to pass the arch, GIVE PENDULUM and N gaining 1 point for passing the gate. An alloy monkey has also dropped onto your back, and is impossible to remove yourself.

CAST ZEN AT ME and gain 1 point. From the entrance point to the Mists of Time, S, E, D to the ante alcove where the Red Moon is, TOUCH MOON and you are 20 years old again. You should be 38% sane at the moment.

CAST FLY AT MOON, which raises revealing a depression in the altar with Ded in it. You have gained 1 point for casting fly at the moon and a further 2 points for finding the Ded spell. S, SW, N, N, U, E, SE, S to the white wood corridor, SW to the arched corridor with an inscription on the roof which is too high to read.

CAST FLY AT ME and as you float upwards, READ INSCRIPTION and find the Hyp spell and another point.

When the flying atop RUB TALISMAN and you are transported to a stone arch on a misty plain (also accessible from the Mists of Time), N to a strange rock formation, NE to a grassy plain covered in mist, E to a volcanic outcrop and E again to a part of the grassy plain by a pillar.

SW to a magic lake where you DRINK WATER and gain 1 point. NE back to the pillar, IN and D to the foot of the steps where your head reels from all the circular stairs.

SW to the centre of a rock bubble and N to READ RIDDLE. Somewhat obscure it reads "My father is Dark, my mother's unknown, I live in high places and where the Ghosts moan." Think of the four key words, Dark, Unknown, Heights and Ghosts, what do they have in common? Yes, they are all phobias... The answer is FEAR, RUB TALISMAN and you are back at the point you left, the arched corridor where you found the Hyp spell.

CAST ZEN AT ME and then S, S, E, E, E, E, D, to a sullen standing stone (this is also accessible by casting BOM at the picture of Stonehenge at the Rock Wall Room.) From the entry position, either from the Mists of Time or the picture of Stonehenge, SW, SW, E, NE, S, to a pedestal (2 points).

GET BOX, EXAMINE BOX and you get 3 points for finding the IBM spell. N, SE, E, NW, NW, N back to the rock walled room.

To be continued.....

SOLUTIONS SERVICE

The following solutions or Hint Sheets are available from Probe at a cost of 25p per solution. This charge is to cover costs. Small amounts can be sent in stamps to save postage if you wish. As the list of solutions is so long it will be updated and published in Probe every two months instead of monthly.

A.R.C. Adventure 100. Adventure Quest. Adventureland. Africa Gardens. Aftershock. Alien. Altair 4. Alter Earth. Amazon. Angelique. Apache Gold. Arnold Goss Somewhere Else. Arrow of Death I. Arrow of Death II. Atalan. Avior. Aztec - Hunt for the Sun God. Aztec Tomb. Aztec Tomb Revisited. Ballyhoo. Bairog and the Cat. Bards Tale I. Bards Tale III. Barney Brown. Basque Terrorists Loose in Dertford. The Beast. Bewtle Quest. Bear Hunters. Behind Closed Doors. Behind Closed Doors The Sequel. Bestiary. Beyond Zork. Big Sizeze. Black Cauldron. Black Fountain. Black Knight. Blackscar Mountain. Blade of Blackpoole. Blizzard Pass. Blood of the Mutineers. Blue Raiders. Boggit. Book of the Dead. Border Harrier. Borderzone. Bored of the Rings. Borrowed Time. Bounty Hunter. Brawn Free. Breakers. Brian the Bold. Brimstone. Buckaroo Banzai. Buggy. Bulbo and the Lizard King. Bungo's Quest for Gold. Bureaucracy. The Cailing. Canasto Rebellion. Case of the Mixd-Up Shymer. Castle Adventure. Castle Blackstar. Castle Colditz. Castle Emrie. Castle of Riddles. Castles of the Skull Lord. Castle Thade. Castle Thade Revisited. The Castle. Cavern of Riches. The Challenge. Changing. Chrono Quest. Circus. Citadel. Classic Adventure. Claws of Despair. Cloud BG. Colditz. Colossal Adventure. Colour of Magic. Commando. Corruption. Cosmos. The Count. Countdown to Doom. Cracks of Fire. Cricket Crazy. Crimson Crown. Crown of Ramehotep. Crystal Cavern. Crystal Frog. Crystal of Chantlie. Crystal Quest. Crystals of Carus. Cuddles. The Cup. Curse of Crawley Manor. Curse of Shaleth. Curse of the 7 Faces. The Curse. Custerds Quest. Cutthroats. Dallas Quest. Danger Mouse in the Blackforest Chateau Ptl. Dark Lore. Dark Planet. Davy Jones Locker. Deadline. Deja Vu. Deja Vu II. Demon from the Darkside. Denis through the Drinking Glass. Desert Island. Devils Hand. Dodgy Geezers. Domes of Sha. Don't Panic-Panic Now! Double Agent. Dracula. Dracula's Island. Dragon of Notcare. Dragon Slayer. Dragon's Tooth. Dragonworld. Dungeon Adventure. Dungeon Master. Dungeons Amethysts Alchemists 'n everything. Dusk over Elflinton. Earthbound. Earthshock. El Dorado. Empire of Karn. Enchanted Cottage. Enchanter. Energies Enigma. Erik the Viking. Escape. Escape from ARGC. Escape from Devil's Island. Escape from Khoshima. Espionage Island. Essex. Eureka 5. Everyday Tale of a Seeker of Gold. Excalibur. Exchange. Eye of Bain. Eye of Vartan. Fahrenheit 451. Fairly Difficult Mission. Fantasia Diamond. Fergus Furgleton. Final Mission. Firelance. Fish. Fistfull of Blood Capsules. Flook II. Football Frenzy. For Your Thighs Only. Forest at Worlds End. Forgotten City. Forgotten Past. Fortress of Keler. Fourth Sarcophagus. Frankenstein. From Out of a Dark Night Sky. Fuddo and Slam. Funhouse. Future Tense. Galaxias. Gateway. Ghost Town. Giants Adventure. Gnome Ranger. Goblin Towers. Gods of War. Gold Icon. Gold Rush. Golden Apple. Golden Baton. Golden Chalice. Golden Icon. Golden Mask. Golden Rose. Golden Voyage. Great Peppingham Train Robbery. Great Pyramid. Greedy Culch. Green Door. Gremlins. Ground Zero. Guild of Thieves. Gunslinger. H.R.H. Hammer of Grimold. Hampstead. Harvesting Moon. Hatchet Honeymoon. Haunted House. He-Man and the Masters of the Universe. Heavy on the Magic. The Helm. The Hermitage. Heroes of Karn. Hexagonal Museum. Himalayan Odyssey. Hit. Hitchhikers Guide to the Galaxy. Hobbit. Hobbit De-Lux. Holiday to Remember. The Hollow. Hollywood Hi-Jinx. Hospital Adventure. House of Seven Cables. Hulk. Hunchback. Ice Station Zero. Imagination. In Search of Angels. Inca Curse. Inferno. Infidel.

Ingrid's Back. Inner Lakes. Inspector Flukeit. Institute. Introduction
 Adventure. Intruder Alert. Invincible Island. The Island. Jack and the
 Beanstalk. Jack the Ripper. Jade Necklace. Jade Stone. Jekyll and
 Hyde. Jewels of Babylon. Jinxter. Jolly Duplicator. Journey One
 Spring. Journey to the Centre of the Earth. Karyssia. Kayleth.
 Kentilla. King Arthur's Quest. Kingdom of Hamil. Kings Quest I. Kings
 Quest II. Kings Quest III. Kings Quest IV. Knight Orc. Knights Quest.
 Knightmare. Kobyashi Naru. Labours of Hercules. Lancelot. Leather
 Goddesses of Phobos. Legacy. Legend of the Sword. Leisure Suit Larry
 I. Leisure Suit Larry II. Lifeboat. Lifetern. Loads of Midnight.
 London Adventure. Lords of Midnight. Lord of the Rings. Lords of Time.
 Lost City. Lost Crystal. Lost Orb. Lurking Horror. Madcap Manor. Mafia
 Contract II. Magic Mountain. Magnetic Moon (after competition ends!).
 Majik. Malice in Wonderland. Mandarin Murder. Manhunter. Mansion
 Quest. Marie Celeste. Mask of the Sun. Masters of Midworld.
 Matchmaker. Matt Lucas. Mayorem. Megacorp PII. Merhownie's Light.
 Message from Andromeda. Miami Mice. Mind Forever Voyaging. Mindbender.
 Mindshadow. Mindwheel. 1942 Mission. Mission X. Molesworth. Monroe
 Manor. Monster. Moonmist. Mordon's Quest. Moreby Jewels. Moron.
 Mountains of Ket. Mural. Murder at the Manor. Murder off Miami. Murder
 on the Waterfront. Mutant. Mutant Spiders. Mystery Funhouse. Mystery
 of the Indua Valley. Myatery Island. Myth. Necria Dome. Never Ending
 Story. Nightmare Planet. Nine Princes in Amber. Ninja. Nosferatu -
 Quest for the Vampire. Nova. Nythyhel. O Zone. Odyssey of Hope. One
 Dark Night. Open Door. Operation Berlin. Orbit of Doom. The Pawn.
 Pay-Off. Pen and the Dark. Perseua and Andromeda. Pete Bog. Pharaoh's
 Tomb. Philosophers Stone. Picture of Innocence. Pilgrim. Pirate
 Adventure. Pirate's Gold. Plagues of Egypt. Planet of Death.
 Planetfall. Play it again Sam. Plundered Hearts. Police Quest I.
 Police Quest II. Prelude to D-Day. Price of Magik. Pride of the
 Federation. Prince of Tyndal. Programmers Revenge. Project X/Microman.
 Prospector. Pyramid. QOR. Quann Tulla. Quest for the Golden Eggcup
 (both versions). Quest for the Holy Grail. Quest for the Poorly Snail.
 Quest of Marravid. The Quest. Questprobe 3. Quondam. Realm of
 Darkness. Rebel Planet. Red Door. Red Lion. Red Moon. Rescue from
 Doom. Retarded Creatures and Caverns. Return of the Joystick. Return
 to Doom. Return to Eden. Return to Ithica. Rigels Revenge. Ring of
 Power. Riain of Salandra. Robin of Sherlock. Robo City. Rogue Comet.
 Ronnie goes to Hollywood. Ruby Runnaround. Runnaway. Runestone of
 Zaobab. S.M.A.S.H.E.D. Sandman Cometh. Satcom. Savage Island I. Savage
 Island II. Scary Mansion. Scroll of Akbar Khan. Sea of Zirun. Seabase
 Delta. Search for Terrestrial Intelligence. Seas of Blood. Seastalker.
 Secret Mission. Secret of Bastow Manor. Secret of Life. Secret of
 Little Hodcome. Secret of St Brides. See-Kaa of Assiah. Serfs Tale.
 Serpent from Hell. Shadowgate. Shadows of Mordor. Shard of Inovar.
 Shards of Time. Sharpen Deeds. Sherlock (Melbourne Hse). Sherlock
 (Infocom). Ship of Doom. Shipwreck. Shrewsbury Key. Sinbad and the
 Golden Ship. Skelvullynn Twine. Skull Island. Smugglers Cove. Smugglers
 Inn. Snowball. Snowqueen. Soapland. Sorcerer. Sorcerer of Claymorgue
 Castle. Soul Hunter. Souls of Darkon. Space Quest I. Space Quest II.
 Space Vixens. Spectre of Booballyhoo. Spellbreaker. Spiderman.
 Spycatcher. Spytrek. Stainless Steel Rat Saves the World. Star
 Reporter. Star Wreck. Starcross. Stationfall. Stoneville Manor.
 Stranded. Strange Odyssey. Subsunk. Supergran. Suspended. Swamp. Tass
 Times in Tonetown. Temple of Terror. Temple Terror. Temple of Vran.
 Ten Little Indians. Terrormolinos. Theatre of Death. Thermonuclear
 Wargames. Theseus. Theseus and the Minotaur. Time Machine. Time Quest.
 Time Thief. Time Traveller. To the Manor Bourne. Token of Ghail.
 Tompson Twins. Top Secret. Tower of Despair. Tracer Sanction.
 Transylvania. Treasure. Treasure Island. Trial of Arnold Blackwood.

Trinity. Twice Shy. Twin Kindom Vally. Ultima I. Ultima II. Ultima IV. Ulysses and the Golden Flaeece. Uninvited. Upper Gumtrae. Urban Upstart. Valkyria 17. Valnor'a Lair. Vanom. Vera Cruz. Vary Big Cave Adventura. Village of Lost Souls. Virus. Volcano of Raka Tua. Voodoo Castla. Voyaga to Atlantis. Warlord. Wawworks. Weaver of har Dreams. Warewolf Simulator. White Door. Width of the World. Will O' the Wisp. Winter Wondarland. Wise and Fool of Arnold Blackwood. Wishbringer. Witch Nunt. Witches Cauldron. Witnass. Wiz-Biz. Wizard and the Princass. Wizard of Akyrz. Wizards Challenge. Wizarda Scrolls. Wizarda Warrior. Wolfman. Woods of Winter. Worn in Paradiae. Wychwood. Xanadu. Yukon. ZZZZ. Zaccaron Mystery. Zac McCrackan. Zodiac (Incentive). Zodiac (Tansoft). Zork I. Zork II. Zork III.



KINGS AND QUEENS OF THE CASTLE



The following readers are willing to offer postal help to struggling adventurers in return for a S.A.E. please don't forget - No SAE - No Halp!

PHILIP REYNOLDS, 36 Grassera Rd, Royton, Oldham, OL2 6SR.

ADVENTURE QUEST, ANGELIQUE, APACHE GOLD, ATALAN, BLACK FOUNTAIN, BRAUN FREE, COLLOSSAL CAVES, DUNGEON ADVENTURE, DUNGEONS DRAGONS AMYTHYSTS, ESCAPE FROM KHOSHIMA, FOREST AT WORLOS END, GUILD OF THIEVES, HAUNTED HOUSE, HEROES OF KARN, JEWELS OF BABYLON, KINGDOM OF HAMIL, LEATHER GODDESSES, MESSAGE FROM ANDROMEDA, MOONMIST, MORDONS QUEST, NOVA, THE PAWN, RETURN TO EDEN, SEABASE DELTA, SHARPES DEEDS, SNOWBALL, SUBSUNK, TOP SECRET, TRIAL OF ARNOLD BLACKWOOD and WINTER WONDERLAND.

JOAN PANCOTT, 7B Radipole Lane, Weymouth, Dorset, DT4 9RS.

Updatad list: COUNTDOWN TO DDDM. RETURN TO DDDM. HOLLYWOOD HI-JINKS. INFIDEL. JINXTER. MOUNTAINS OF KET. RIGELS REVENGE. THE ISLAND AND THE BASE (Ken Bond). TOP SECRET. VILLAGE OF LOST SOULS. NOVA. NOT A PENNY MORE NOT A PENNY LESS and THE FOURTH PROTOCOL.

ADVENTURESPEAK

By CHRIS HESTER

"It's a massive adventure!" - There are ten locations.
 "It uses up all the computer's memory!" - Just for the graphics.
 "The parser's incredibly advanced!" - It'll understand QUIT.
 "It'll be released in January." - It might be ready by Christmas.
 "It's real value for money." - Tape version costs £14.95.
 "It's better than anything Infocom has ever done!" - On the Quill.
 "It'll understand whole sentences!" - But still reply "You Can't."
 "It'll be released for a wide range of computers!" - Just the Oric.
 "It'll take months to solve." - You can solve it in one go!
 "There are dozens of objects to collect!" - But none of them do anything.
 "The pictures are stunning!" - They were drawn by the programmer's little sister, aged three!
 "It's to be called "Forgotten Mystery!" - That says it all!



HELPLINE

TELEPHONE HELPLINES

ALF BALDWIN	0452 500512	MON TO SAT 10AM TO 5PM	Spectrum.
JACK HIGHAM	0925 819631	FRI TO MON 7PM TO 10PM	Spectrum.
WALTER POOLEY	051 9331342	ANY REASONABLE TIME	Verioux.
GOREEN BAROON	065 382 509	SUN TO SAT 6PM TO 10PM	Spectrum.
MIKE BRAILSFORD	0592 757788	SUN TO SAT 10AM TO 10PM	Verioux.
MERC	0424 434214	ANY REASONABLE TIME	Ateri ST.
JASON DEANE	0492 622750	ANY REASONABLE TIME	Amige.
JOAN PANCOTT	0305 784155	SUN TO SAT NOON TO 10PM	Amstred.
ISLA DONALDSON	041 9540602	SUN TO SAT NOON TO 12PM	Amstred.
NIC RUMSEY	03212 2737	SUN TO SAT 6PM TO 9PM	Verioux.
REG LILLEY	0392 215521	TUE TO SUN 6PM TO 11PM	Commodore
BARBARA			
BASSINGTHWAIGHTE	0935 26174	SUN TO SAT 10AM TO 10PM	BBC.
BARBARA GIBB	051 7226731	ANY EVENING FROM 7PM	BBC.
DAVE BARKER	01 732 1513	MON TO FRI 7PM TO 10PM	Verioux.

THE INNKEEPERS HELPLINE

The Innkeeper, together with his slave Allen will help struggling adventurers on a rote basis. Telephone 01 482 6209 times as follows: (Spectrum and Commodore.)

INNKEEPER	ALLAN
MON 8PM TO 10PM	TUE 8PM TO 10PM
WED 9PM TO 10PM	THU 8PM TO 10PM
SUN 8PM TO 10PM	SAT 4PM TO 6PM
	& 8PM TO 10PM

Please do not seek the Innkeeper or Allen for full solutions.

*** THE ULTIMATE INFOCOM HELPLINE ***

If you need help with an Infocom adventure then who better to help you than A GRUE! Ring GRUE on 0695 573141 between 7:30pm to 9pm Mon to Fri. Or write to 64 COUNTY ROAD, ORMSKIRK, WEST LANCs, L39 1QH. Please note that GRUE will give help on INFOCOM ONLY!

MANDY'S NOTLINE

If you need to contact Probe please telephone 0492 77305. I will be available at all reasonable times but please try to telephone between 10am and 10pm.

PLEASE MAKE SURE THAT YOU ONLY RING

AT THE TIMES SHOWN



P A R T . S I X

JACK THE HACKER

Drawn by Christopher Hester © 1989



FULL SPEED AHEAD!



BUT SOMETHING'S COMING!!



JACK CAN'T STOP!

KERASH!



WHAT HAPPENED?



IS JACK FINISHED...?

FIND OUT NEXT MONTH!